10 Pages of Tricks and Tips

Master Tony Hawk's Pro Skater and Fear Effect

ZD ZIFF-DAVIS

VOLUME 3
ISSUE 9

Official U.S. PlayStation Magazine

Official U.S. PlayStation Magazine Issue 33 (June 2000)

X MEN
Sergio Cariello '00

X-MEN

The Games
The Demo!

Buffy Slays the PlayStation

NFL MVP Kurt Warner Returns to Arena Football

Over 60 Previews:

- Final Fantasy IX • Tekken Tag Tournament
- Tony Hawk's Pro Skater 2 • Crash Bash • Dead or Alive 2
- Who Wants to Be a Millionaire • Spyro: Year of the Dragon

First PS2 Screens

- WipeOut Fusion • Drakan 2 • Formula 1 2000

plus: Getaway The Coolest Looking Game Ever!

June 2000
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3RD
157

1ST
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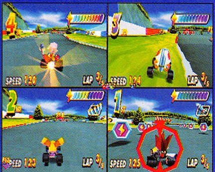
LAP 2/3
2ND
SPEED 144
LAP 2/3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SPEED 125
LAP 3/3

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EVERYONE
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Mild Language

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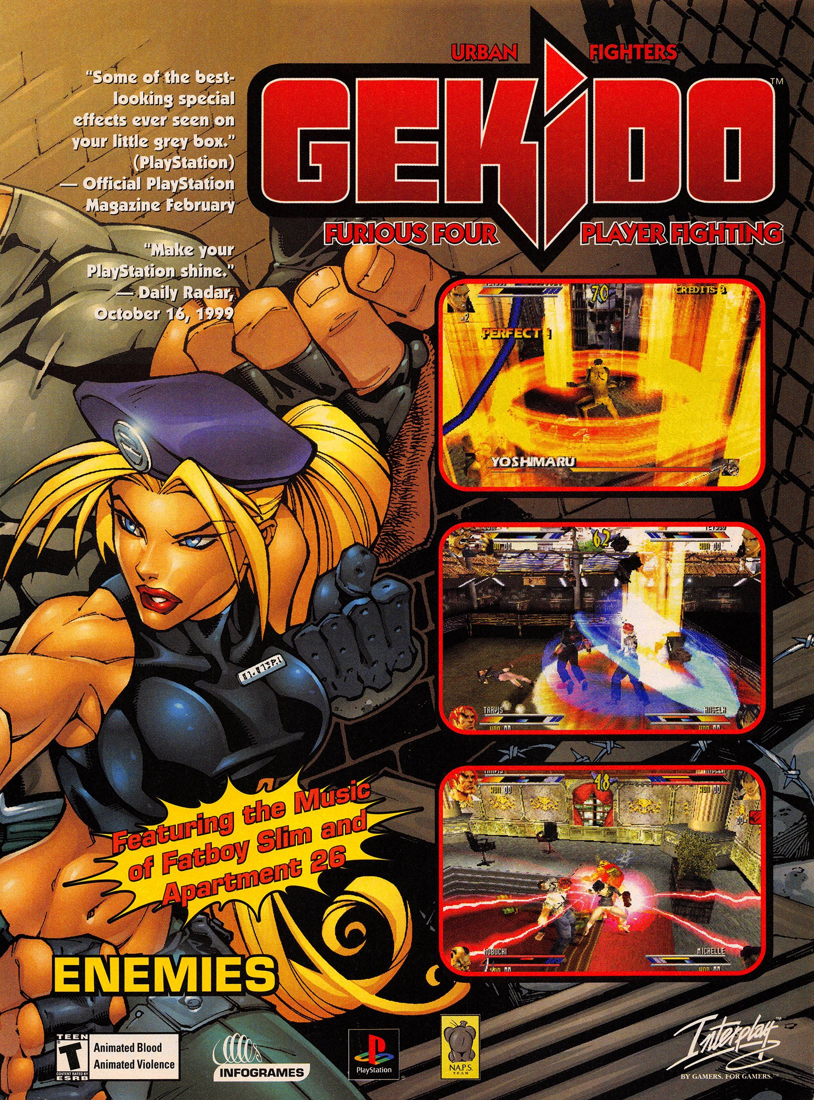
"Some of the best-looking special effects ever seen on your little grey box." (PlayStation)
— Official PlayStation Magazine February

"Make your PlayStation shine."
— Daily Radar, October 16, 1999


70
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YOSHIMARU
62
TRAVIS
ANGELA
48
KOBUCHI
MICHELLE
Featuring the Music of Fatboy Slim and Apartment 26
ENEMIES

TEEN
T
CONTENT RATED BY ESRB
Animated Blood
Animated Violence

INFOGRAMES

PlayStation

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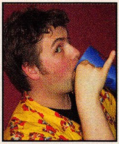
Editorial



John is pitching in this month. By day he's the Editor in Chief of our sister magazine, ELECTRONIC GAMING MONTHLY, by night he is crime-fighting, mutant, super-hero that can climb walls, teleport through anything and help out OPM editors in a pickle.

X-Men, Go-Go Dancers, Midgets and Other Cool Stuff

Who the hell is this? Some of you may know, most of you probably don't care. If you're anything like me, this page tends to be something that you only ever read if you're really, *really* bored. So...to all you people waiting for a plane or other form of transportation, or to those of you that keep your *Official PlayStation Magazine* in the bathroom, hi. I'm John. I'm usually seen as the Editor in Chief of *Electronic Gaming Monthly* where I'm occasionally referred to as Johnny England (on account of the fact that I'm not from these parts) but right now I'm pitching in here while Kraig goes off somewhere to do something a bit different. There. That explains that.

You'll have noticed a few changes here and there this month, but none of this is going to prepare you for what we have in store for you next issue. As we cruise ever-closer toward the launch of PS2 in the U.S., we've decided to give the magazine a fresh look...so hold on to this issue, it's the last of its kind. Like a rare comic book, it'll probably be worth a fortune one day. No, really, it will be.

Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Media Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Speaking of comic books, you'll no doubt have noticed the inordinate amount of *X-Men* coverage we're bringing you this month. Much like *Star Wars*, *X-Men* seems to be something that the vast majority of guys in their 20s have in common. Whenever I mentioned to people that we were working on a feature that would encompass the movie, the TV show, the games *and* a history lesson in all things *X-Men* I was greeted with near pant-wetting excitement. A conversation in the Crow Bar in San Francisco ended up lasting for hours as a group of beer-fuelled gamers enthused with an unexpected degree of passion. The *X-Men* are hot stuff right now...and the games are going to be huge. Check out the demo this month, and then go check out the movie on *www.x-men-the-movie.com.*

It hasn't all been about superheroes this month though. You've possibly noticed by now that the preview section this month is pretty huge for both PlayStation and PS2. That's because all of the games companies are on the brink of unleashing their "2000 collections" in time for the big games industry kissy-fest E3 (Electronic Entertainment Expo) which takes place in Los Angeles this May. In an attempt to get the skinny on stuff before the show, we've been scouting the planet for groovy games, and even placing ourselves in positions of extreme danger and weirdness to get the coolest info. Myself and Mr. Rybicki even found ourselves at an event that included a drive out to the middle of nowhere in a limo with a girl who turned out to be a go-go dancer, where we were met by midgets in flowing robes carrying axes and severed heads. We were then picked up by a school bus with blacked out windows, forced to drink beer and driven to a club. Here the aforementioned dancers had changed clothing (into natty outfits that included lengthy bits of twig taped to their heads and hands) before slinking into large dance cages in which they writhed about for an hour. All this was accompanied by loud (and not that great) goth music and the musings of www.ugo.com reporter and erstwhile *Diff'rent Strokes* actor Gary Coleman. See what we do to bring you the good stuff? Video games are the new rock and roll, baby. Or something.

John Davison
New guy

Official U.S. PlayStation Magazine

PUBLISHER
Dale Strang

EDITORIAL
Editorial Director J.E. Funk • joe_funk@ziffdavis.com

Senior Editor John Davison • john_davison@ziffdavis.com
Managing Editor Gary Steinman • gary_steinman@ziffdavis.com
Deputy Editor Joe Rybicki • joe_rybicki@ziffdavis.com
Associate Editors Todd Zuniga • todd_zuniga@ziffdavis.com
Chris Baker • chris_baker@ziffdavis.com
Editorial Contributors Brian Glick • Joe Gray • Sam Kennedy • Andrew Pfister • Nich Maragos • Mark MacDonald • Clish McClaver • Greg Sewart

Copy Editors Dan Peluso • Jennifer Whitesides

DESIGN
Design Commander Michael Stassus
Senior Art Director Bob Conlon • bob_conlon@ziffdavis.com
Art Director Donna O'Hara
Cover Art Sergio Cariello & Design Works LLC

TOKYO BUREAU
Mixx Entertainment, Inc.
Stuart Levy, CEO & Bureau Chief
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CIRCULATION
Circulation Director Joan McInerney
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Subscription Service Number:
(303) 665-8930 (U.S. Only)
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ADVERTISING INQUIRIES CONTACT:
ZD Game Group
50 Beale Street, 12th floor San Francisco, CA 94105
tel: (415) 547-8783 fax: (415) 547-8777
Group Associate Publisher
Suzie Reider • suzie@ziffdavis.com
Telephone (415) 357-4915
National Sales Manager, Northwest
Anthony George • anthony_george@ziffdavis.com
Telephone (415) 547-8774
Account Executive, Northwest
Mary Gray • mary_gray@ziffdavis.com
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District Sales Manager, Southwest
Karen Landon • karen_landon@ziffdavis.com
Telephone (760) 942-6277
Account Executive, Southwest, Midwest & East Coast
Linda Philapil • linda_philapil@ziffdavis.com
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District Sales Manager, Midwest & East Coast
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Senior Marketing Manager & Creative Director
Rey Ledda • rey_ledda@ziffdavis.com
Telephone (415) 547-8775
Senior Ad Production Manager
Dennis Fitzgerald • dennis_fitzgerald@ziffdavis.com
Telephone (415) 357-4998 Fax (415) 547-8868
Advertising Production Coordinator
Teresa Newson • teresa_newson@ziffdavis.com
Telephone (415) 357-5428
Advertising Coordinator
Tipler Ubbelohde • tipler_ubbelohde@ziffdavis.com
Telephone (415) 357-4930

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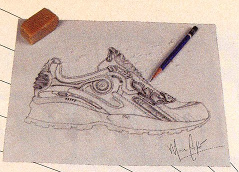

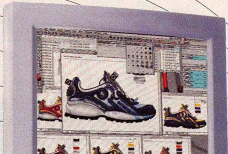

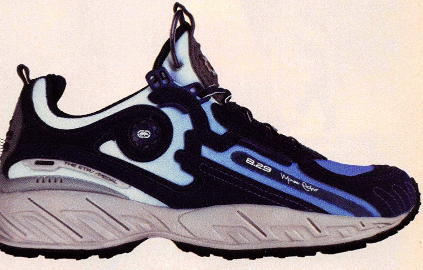
THE ETR/PEDAL
8.29

*THE PEDAL

Spring 2000

A Shoe Collection Processed by Marc Eckō

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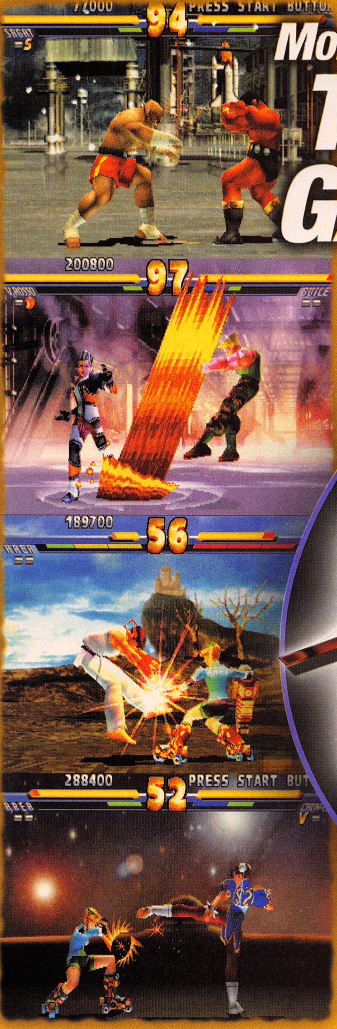
by Marc Ecko


94
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SAGAT
200800
97
GUILE
189700
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288400
52
PRESS START BUT

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EARLY CHILDHOOD
eC
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EARLY CHILDHOOD RATING: Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE
E
CONTENT RATED BY ESRB

EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN
T
CONTENT RATED BY ESRB

TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE
M
CONTENT RATED BY ESRB

MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY
AO
CONTENT RATED BY ESRB

ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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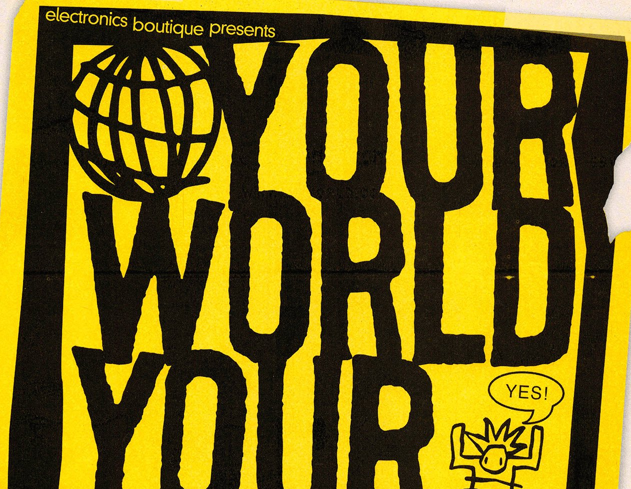
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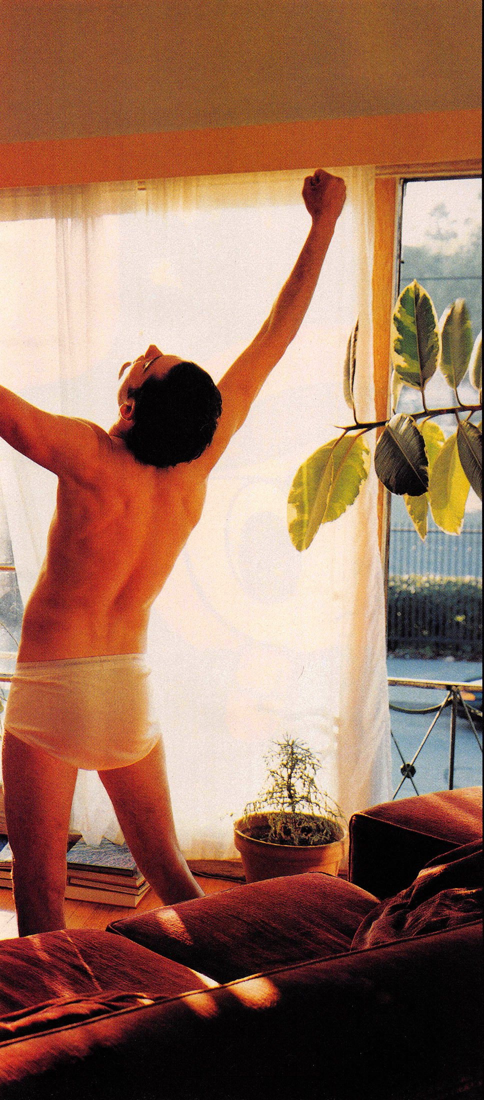

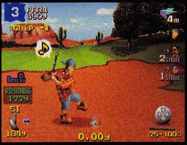
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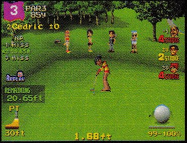
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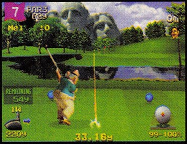
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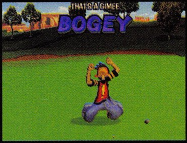
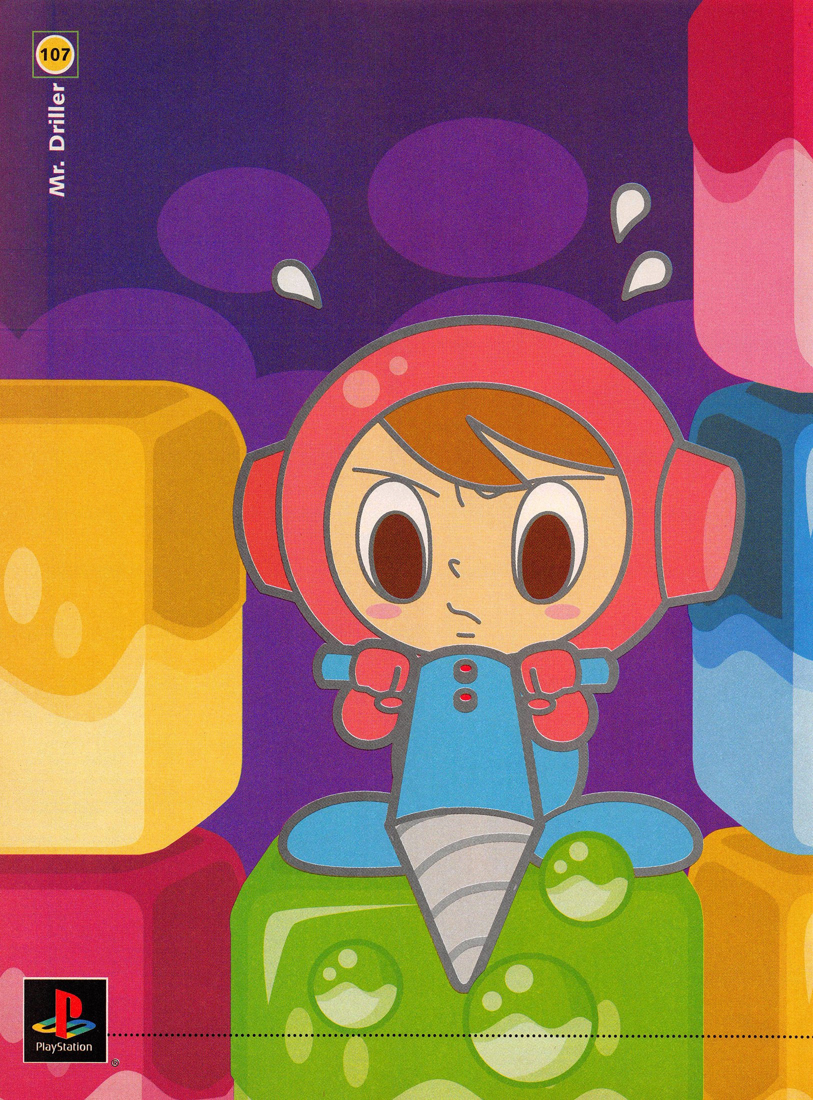

THAT'S A GIMEE
BOGEY

HOT SHOTS GOLF 2

GOLF FOR THE PEOPLE.


Mr. Driller
PlayStation

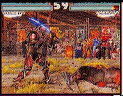
Contents

X-Men: Mutant Academy

Check out the X-plosion of X-clusive info about the fighting game, as well as a previously unannounced adventure game and an interview with Stan Lee!

82

Tekken Tag Tournament



A hands-on two-page preview of this long-awaited title leads off our PS2 Previews this month. Find out if it actually lives up to the enormous hype!

72

Preview Gallery

E3 is just around the corner, and that means we've got an avalanche of new titles in Previews this month, including one that crosses Star Wars with...Twisted Metal?

56

Fear Effect

After reading about Fear Effect 2 in Previews, you can turn to our complete strategy for help in passing the most challenging segments of the original game.

112

Letters

This month, we talk about April Fools' jokes, multiplayer RPGs, 15th Century history, and popular myths surrounding *OPM*—in addition to our usual selection of cutthroat contests!

18

News

We give you the skinny on all that's happened since the PS2's launch. Plus: Buffy gets her game on, hot news from the Tokyo Game Show, Kurt Warner returns to the Arena League, and much more.

24

Previews

In addition to an enormous Preview Gallery, we take a look at the Legend of Dragoon, Legend of Mana, Legend of Tony Hawk 2 and Legend of Threads of Fate (formerly Legend of Dew Prism).

42

International

This month's International section is devoted to the long-awaited Final Fantasy IX. See new gameplay screens, cinema shots, and the latest info on Square's newest masterpiece.

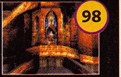
70

PS2 Previews

We take a hands-on approach to Tekken Tag Tournament, the gorgeous Dead or Alive 2, and the slippery Driving Emotion Type-S. Also, check out the greatest-looking game ever in the PS2 Gallery.

72

Reviews



The impressive Vagrant Story leads off our Reviews this month, which include Jedi Power Battles, Nightmare Creatures 2, Need for Speed: Porsche Unleashed and MLB 2001.

98

Tricks

Our new Tricks section intertwines codes and strategies, offering the newest selection of tricks alongside tips for Fear Effect, Tony Hawk's Pro Skater and WWF SmackDown!

112

Demo Disc

Want to see what this month's feature is really about? Check out X-Men for yourself on this month's demo disk, as well as the entertaining Threads of Fate and Grind Session, Sony's new skating game.

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That's 100 more than rat poison.

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Letters

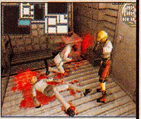
A glimpse into the demented minds of our readers

Caption Contest Winner

You're not exactly my type, but if you want to play around a little, I'm game.

Believe it or not, there were NO winners for April's Caption Contest. You people should be ashamed of yourselves!

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:



[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 20.]

Letter of the Month

Dear OPM,

I've been buying your mag off and on for a while now—whenever the demo disc looks good. I open it up, pop the disc in and toss the mag out. I just assumed that you'd be just another mag aimed at 12-14 year old gamers. Not that there's a thing wrong with that, but I'm 40.

The other day I was at my girlfriend's house. I bought a PlayStation for there too, "for her kids" (heh, you know better, right?). I'd just gotten the most recent mag. Well, as I was hanging around and after slaking my thirst on the demos, I was looking for something to read, so I picked up OPM. I didn't put it down until I'd reached the back cover.

THANK YOU for producing a video game magazine that doesn't assume the audience is a bunch of semi-literate children. I've got a lot of friends who are gamers, and most of them are around my age. True, we're not all "in your face" hardcore guys (nor are we all guys)—gaming is just another aspect of a busy life that we enjoy. But that doesn't mean we're not drooling at the potential of the PS2.

Anyway, I just thought I should apologize for all those times I threw your magazine away unread. It is truly my loss, but I hate to think I wasted all the work you put into it. I just popped over to the ZD site and subscribed. You can be sure I'll be reading you cover to cover from now on.

Peter Smith
jaded@mediaone.net

Hey, we can run a complimentary letter now and then, can't we? Thank YOU, Peter, for "getting it."

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM Box of Joy. New surprise goodies every month!

Giggle

Dear *OPM*,

We all know that the PS2 will be the best system ever, right? But what about the Giga Intellivision? Its graphic chip, called the Sensation Heightening Interactive Technology, is said to be able to outperform the PS2's Emotion Engine by some considerable degree and is possibly going to be released by the end of the year. I just hope it doesn't interfere with the PS2. What do you think?

"Insane"
Shelbyville, TX

We think you got duped by an especially classic April Fool's joke courtesy of our friends at *Electronic Gaming Monthly*—just check out the acronym for the Giga's graphics chip if you need proof. Don't be ashamed—one notable game software company fell for the gag as well.

Wishful Thinking

Dear *OPM*,

I was just mindlessly looking through your mag like usual, when I saw the review of Micro Maniacs. I looked closer, and I saw a book called *Play Video Games to Win Women*, and I thought, I have to have a copy! Do you guys know where I can get one? You all probably all have your own copies.

Cody Fowers
via the Internet

HAVE the book? We WROTE the book, baby!

Renaissance, Man!

Dear *OPM*,

In your April issue, you talk about Vagrant Story being a medieval RPG, set in 1499. But that's not Medieval, it's Renaissance! What are you guys thinking?

neferhetep@aol.com

Whoops, you're right. We were off by about 46 years; the Middle Ages is generally accepted as ending in 1453. Mea culpa.

Lonely RPGer

Dear *OPM*,

I'm searching for an RPG with a multiplayer mode. Are there any?

"Alien Dude"
via the Internet

Check out Kartia, the strategy/RPG from Atlus. It has a well fleshed-out two-player mode.

Couples Wanted!

Do you and your girlfriend, boyfriend, wife, husband or life partner play PlayStation together? Or does gaming cause friction in your relationship? We want to hear about it! Send your story to "PlayStation Couples" care of *OPM* at the addresses on page 20 (and include photos of both of you, please) and you may be selected for inclusion in an upcoming issue!

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

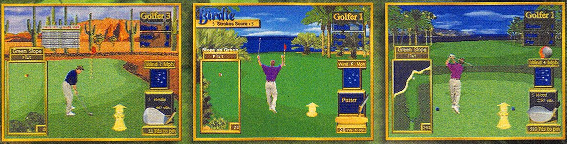
To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page or e-mail us at OPM@ziffdavis.com. We can't wait to hear from you.

Peter Jacobsen's

Golden Tee™ -GOLF-

The #1 Arcade Hit Has Found A New Home...Yours!

The blockbuster arcade hit, Peter Jacobsen's Golden Tee Golf™, is coming home to the PlayStation® game console! Realistic gameplay, immersive environments and all new enhancements will keep you coming back for more again and again!


Golfer 3
Green Slope
Flat
Wind 2 Mph
5 Wedge
11 Yds to pin
Birdie
3 Strokes Score +3
Golfer 1
Slope on Green
Flat
Wind 6 Mph
Putter
20 Yds To Pin
Golfer 1
Green Slope
Flat
Wind 4 Mph
5 Wood
250 yds
310 Yds to pin

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Letters

A glimpse into the demented minds of our readers

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

April Fools

Dear *OPM*,

The April 2000 issue of *OPM* has a typo on the cover. It says "An explosion of games at rock bottom prices" twice. Was there a typo or are you guys just stupid?

Alan Pauley
Machinehead009@aol.com

Nope, we're just stupid. Actually, it's wasn't even a typo; more of a problem at the printer. So we spanked them all to make sure nothing like that would ever happen again.

Where's Wat?

Dear *OPM*,

What happened to Wataru Maruyama? Did he get kidnapped or something? Is this a contest to see who can find Wat in less than a month? What's with the new guys? Where did you get them from? Can three guys replace one Wat?

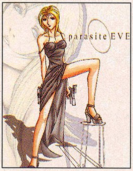
Lin X.
via the Internet

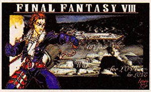
Sadly, Wat has moved on to greener pastures, and no, he can never be truly replaced. As for the "new guys," give 'em a chance before you start sending hate mail...say, a month or so... then send all you want.

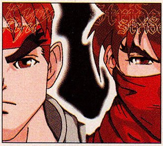
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

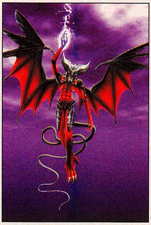
The Reader Art Challenge

Every month we'll be picking one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. And remember, we accept all formats (ink, pencil, computer generated, etc.) by e-mail and snail mail. So get crackin'!









Check out this month's artists! Clockwise from left: David Huynh, Toronto, Ontario; Timothy Lim, Little Rock, AR; Kristoffer Remmer, Erlanger, KY; and our winner, Mylène Villeneuve, Quebec, Canada. Great job, folks!

3 ways to reach us

snail mail:
PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

fax:
If you need to
reach us now
630 382 9010

e-mail:
opm@ziffdavis.com
and check us out on
www.videogames.com

Official Contest and Sweepstakes Rules

TOP 10 MOST WANTED SWEEPSTAKES

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number together with your list of 10 most wanted video games to "Top Ten Most Wanted" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail it to gary_steinman@ziffdavis.com or fax it to (630) 382-9010. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive two (2) video games as determined by Namco. Grand Prize has an approximate retail value of $80. Winners shall be determined by a random drawing of all valid entries by OPM editors, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/
release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Media Inc., Namco nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to OPM Top 10 Most Wanted Winners List, P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM CAPTION CONTEST

Official Contest Rules:

1. No Purchase Necessary: To enter, send an original caption for the attached screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of ZD Media Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by ZD. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of *OPM*. All entries become exclusive property of ZD Media Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the *OPM* offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by *OPM* editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All [illegible] state and local regulations apply.

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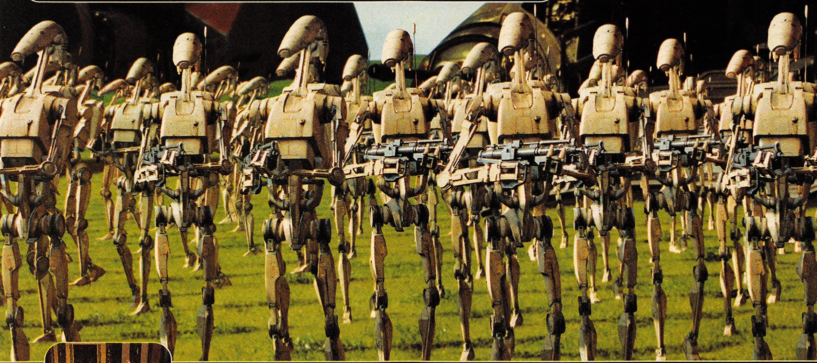

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If sheer numbers are not your downfall, alien creatures and mysterious opponents of unfathomable strength surely will be.

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ESRB

Animated Violence

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LUCAS Arts

Dear Johnny,
Next time you're
in a foxhole, think
of me...
Love always,
Blanche
Johnny!
Come liberate
me! Love
Ethel
Johnny,
I miss your
plastic fantastic!
Call me...
Love, Agnes
FOLLOW-UP TO
AWARD
WINNING
ARMY MEN™ 3D

TEEN
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CONTENT RATED BY
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Animated Violence

PlayStation

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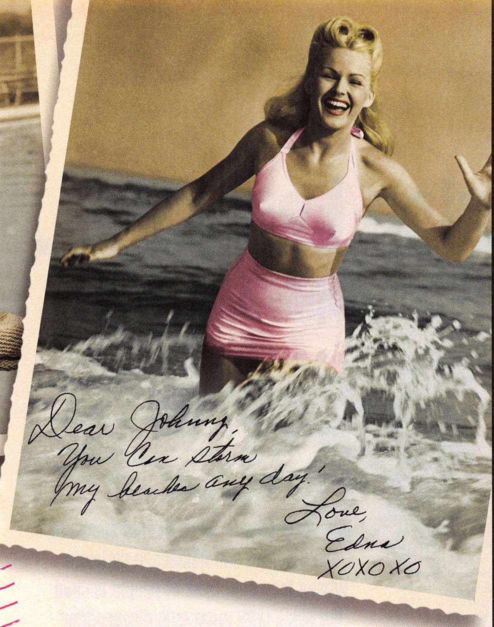
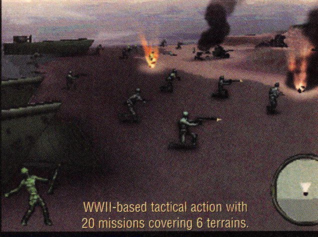
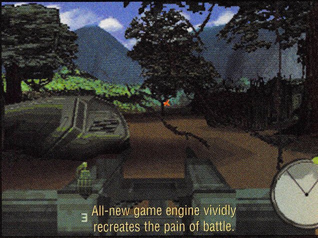


Dear Johnny,
You can storm
my beaches any day!
Love,
Edna
XOXOXO

Edna? How'd you get this number? No! I can't talk right now...we're about to launch a major offensive!



WWII-based tactical action with 20 missions covering 6 terrains.



All-new game engine vividly recreates the pain of battle.

Intense head-to-head and cooperative multi-player modes.

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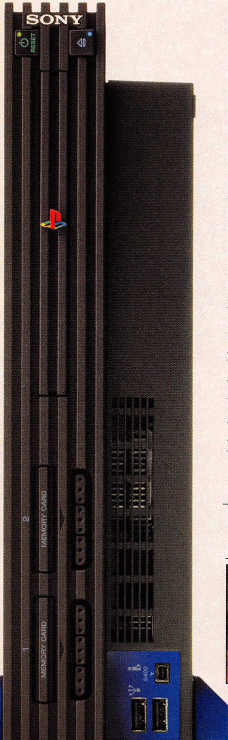
PlayStation2 Spectacular Launch...

But What Happened Next?



As we reported last month, the March 4 launch of PlayStation2 in Japan was an unprecedented success. Although narrowly missing the projected one million sales in the first weekend, the system racked up something of a record with its 980,000 units sold.The PS2 now boasts the biggest launch of a video game system in history, and is continuing to sell like proverbial hot cakes all over Japan. An April 5 report on Videogames.com revealed that shortages were still a problem for potential consumers, with all of the new shipments selling out almost as soon as they hit stores. Our reporters in Tokyo at the time visited stores in the Shinjuku and Akihabara districts, where they saw lines of people around the block with numerous disappointed customers leaving empty-handed.

The biggest game so far? After the initial wave of enthusiasm for every available game (with Ridge Racer V proving the most popular—and rightly so) the March 30 release of Tekken Tag Tournament brought us the first big hit on the system as it stormed into the charts at No. 1. For more information on this gorgeous game, you can check out our preview section on page 74.

Unfortunately it wasn't entirely a groovy situation for Sony. As you no doubt noticed, the press around the world pounced on a number of hiccups in the launch system, which have since been rectified by SCE. The first hitch came a couple of days after launch. A number of Web sites had reported that there were some problems with the PS2 memory card, and these concerns were confirmed when *Nikkei Online* reported on March 10 that Sony had officially acknowledged the defect. Apparently there were around 340 official complaints and more than 12,000 phone calls to customer support at SCE from consumers citing a variety of different problems—all of which could be filed under "pain in the ass." Gameplay data randomly disappeared and DVD features malfunctioned (the DVD driver data is stored on the memory card that comes with the system). Manufacturing of the memory cards was halted for a few days while the problem was fixed; this then effectively slowed the supply while the demand for the system continued to swell.

The defects on the memory card weren't the only problem with the DVD driver. It was soon learned that version 1.0 of the driver software could be used to override the region lockout code on DVD movies. Reports varied as to how this could be done, but the upshot of the story was that if you

> **Our reporters in Tokyo visited stores in the Shinjuku and Akihabara districts where they saw lines of people around the block with numerous disappointed customers leaving empty handed.**

PS2 As Much a DVD Player As Games System

***Nikkei Online* recently conducted a survey of PlayStation2 owners, which revealed that the system has made a considerable impact as a DVD player in Japan. Until recently the format has failed to catch on with quite the ferocity seen in the U.S. and Europe.**

According to the survey, 74 percent said they bought the system for games and DVD movies, 20 percent said they bought it for games alone, and a surprising six percent for DVDs only. Moreover, 53 percent purchased between up to five new DVD movies, and 30 percent were renting movies.

Consumers also commented that the DVD interface needed improvement. Although not confirmed, we're expecting to see an infrared DVD remote control in the near future.

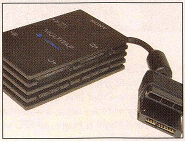
held down buttons on the joypad while loading a disc, it could bypass the region coding on Region 1 discs (Region 1 is the U.S. code, while Japan is Region 2). So if your first-generation memory card wasn't screwed…it could be made to do something it shouldn't as an added "bonus."

Those of you who have followed the evolution of the DVD market will have no doubt heard of all the problems it caused during the birth of the format. Major movie studios (including Sony) are paranoid about protecting their turf when it comes to timing theatrical and home releases of movies—and the enforcement of region encoding was a major element in delaying studios from adopting the format. Disney and Paramount held out for some considerable time for this reason before releasing DVDs, and it's also cited as one of the many reasons that we still haven't seen the *Star Wars* or *Indiana Jones* trilogies. But that's another story. The logic behind those decisions appears to be from a galaxy far, far away.

This was a major cause for concern, and the press around the world reported the problem with some considerable fervor. Fortunately SCE was able to fix the problem and is now distributing a new version of the PlayStation2 utility disc containing version 1.01. Unless SCE plans to rework the actual PlayStation2 hardware, though, this may continue to be a problem as consumers can still use the original version of the driver to access Region 1—much to the chagrin of the movie studios.

As we go to press, the dust has settled somewhat and everything is considerably groovier. Consider it a speed bump. The problems have been sorted out, the system is selling like crazy, and we're still on course for a spectacular U.S. launch later this year. Speaking of which, the current rumors are that we'll see the system on these shores in September. There's still no word on a specific date, or a price point—but we're expecting to be able to bring you news on this next month.

The Multi-Tap



Many were surprised when the PS2 didn't release with four controller ports and were even more surprised when it was revealed that the old PS1 Multi-tap wouldn't work with the system. The reason? The "new and improved" Multi-tap pictured above. Looking a bit like a piece of Borg technology, the new adapter is much more compact than the old boomerang-shaped thing, and it's able to accept the PS2 memory cards (the main reason for the old thing not working). Sitting at the end of a fairly short cord, the Multi-tap appears to be a small chunk that was left out of the PS2, and has subsequently been added. In effect, this is kinda true. Sony Computer Entertainment informed us that the reason for the two-port PS2 and subsequent Multi-tap add-on was to keep hardware costs down. Four ports and four memory card slots would have made the PS2 itself more expensive to manufacture. Expect the U.S. launch of the Multi-tap soon after the system launch. No word on price yet, but based on the Japanese price, we're expecting to see it for $30.

The Grapevine

RUMOR: Tomb Raider 5 will be with us before the end of the year, even though a couple of years ago representatives from Core Design told our sister magazine, Electronic Gaming Monthly, *that they didn't want to dilute the Tomb Raider brand.*

TRUTH: News slipped out about the fifth Tomb Raider game around the time that Academy Award winner Angelina Jolie was confirmed to play Lara Croft in the Paramount movie. Apparently sales have been slower than expected for the third and fourth games and there's pressure from the company's shareholders. Eidos needs to continue to lean on the franchise as its mega-property. To date, the Tomb Raider series has performed very well, with the second game still the best selling of the four. It's not yet clear if the fifth game will be linked in any way to the movie.

RUMOR: PlayStation2 on 9/9/2000 priced at $299.

TRUTH: No one knows as we go to press. Our sources at SCEA tell us that no date or price point has been set yet. Our contacts at EA Sports have told us that they expect Madden NFL 2001 for the system to hit stores in September, so it seems at least the month in that speculative date is correct. Hopefully we'll have more news for you next month.

RUMOR: Both a hard drive and a modem will be made available from Sony at the same time as the PlayStation2 launch.

TRUTH: Sony has yet to confirm this, but news service *Bloomberg* reported in mid-April that their peripherals would be on show at E3 in May. Sony has hinted previously that modems would be made available from third parties, not SCEA itself, and that any hard drive would be included as part of a broadband communications peripheral package.

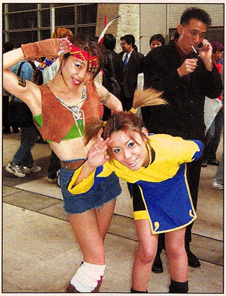
RUMOR: The Legacy of Kain series looks set to expand considerably in coming months as we see sequels to both Soul Reaver and the original Legacy of Kain: Blood Omen emerge.

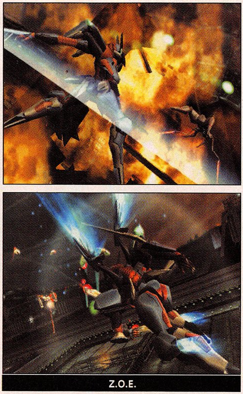
TRUTH: Er, hang on. Isn't Soul Reaver the sequel to Blood Omen? Why, yes it is…but it seems now that there'll be two disparate stories woven from the Legacy of Kain lineage. Those of you who played Blood Omen will remember that a decision had to be made at the end of the game that sealed Kain's fate. Soul Reaver assumes that he remained a vampire and went on to be an all-powerful bad guy (and Soul Reaver 2 will conclude Raziel's story from the last game). The Blood Omen saga could take a different track altogether. There are no firm details yet, or even a firm announcement that the game exists, but we'll let you know as soon as we hear anything.

RUMOR: The PlayStation is set to be replaced by a smaller, cheaper unit before the end of the year. There's even talk of a version that will be marketed to younger gamers as a "My First PlayStation" thing.

TRUTH: All we know so far is that production of original PlayStations has been stopped to accommodate the demand for PS2 in Japan. It seems sensible for SCE to take this time to consolidate the PlayStation technology and produce a system that is both cheaper and easier to produce. By marketing the PS1 as a younger machine, SCE could easily have both machines on sale together without them intruding on each other's turf. As for whether this will actually happen? We'll have a better idea next month when Sony makes its E3 announcements.

A Quiet Time in Tokyo





Z.O.E.

The Spring Tokyo Game Shows are generally less exciting than the fall shows, but this year's seemed exceptionally tame. This was mainly due to Sony's less-than-stellar booth—the company had only four titles on display, three of which were already on store shelves in Japan. Many other publishers did no better. Square, for example, only had its mediocre line of PS2 sports games on display. No Bouncer. No Final Fantasy IX. No excitement, whatsoever.

However, we did stumble on some pretty neat titles at the spring TGS, so the show wasn't all disappointments. One company that surprised us was Konami. In addition to a PlayStation RPG named Eldergate, Konami had a whole slew of hot new PS2 projects on display. On video was a new title from Metal Gear Solid producer Hideo Kojima entitled Z.O.E. (short for Zone of Enders). The game features mechanized attack suit designs that seem inspired by anime series like Evangelion and Gundam. The fighting sequences that Konami showed looked really impressive. Other intriguing PS2 games were Ring of Red, a mechanized-strategy war game; and The Day of Walpurgis, a time adventure (Konami's label, not ours), which looked similar to Silent Hill.

Enix had a few promising titles as well. Dragon Quest VII was given a large spotlight, as the highly anticipated RPG should finally see a Japanese release in May and a U.S. release by the end of this year. The company also had a new PlayStation game on display titled Blade Arts, which had gameplay similar to Tomb Raider along with a targeting system similar to Zelda's (you lock on to your opponent and then attack).

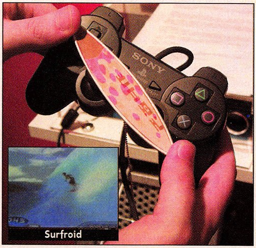
Imagineer went heavy on the PS2 titles. We took Wild Wild Racing, a dune buggy game, for a spin—unfortunately, it looked and played as if it were pretty early. Other Imangineer PS2 games on display were Aquaqua, a water-based puzzle game, and Might & Magic, an RPG in development by 3DO.

From Software was showing off its two latest PlayStation2 games at its booth: Armored Core 2 and Evergrace. An Agetec rep told us that we can expect those two titles, along with Eternal Ring, to release in the U.S. under the Agetec label before the end of this year. From Software also showed a video of a new PS2 RPG called 1/4, which is due out this winter in Japan.

Ascii was showing off a new PS2 game called Surfroid, which immediately caught our eye. The title makes use of a cool add-on for the PS2 controller that mimics the movements of an actual surfboard. This device, which is shaped like an actual surfboard, clips on to both of the PS2's analog sticks.

Other notable PS2 games were: Silpheed, a space shooter from Game Arts and Capcom; Gungriffon Blaze, a mech shooter from Game Arts; and TVDJ, a rhythm game featuring PaRappa-style cartoony graphics from Sony. As for other notable PlayStation games, Taito had RayCrisis, the sequel to Raystorm.

While the Spring TGS was fairly weak, it did give us a brief glimpse into the future of the PlayStation2. Fortunately, E3 is just around the corner, and most of the companies are saving up their big guns for that show, as you'll notice with our expansive PS2 coverage in this issue.



Surfroid

Blade Arts

Wild Wild Racing

1/4

BANDAI

PlayStation

CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing two pairs of underpants. See, some of these Digimon are so vicious and twisted they were actually banned from television. That's okay with them, there are more things to blow up in video games anyway. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

DIGITAL
DIGIMON
MONSTERS
DIGIMON WORLD

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RATING PENDING
RP
CONTENT RATED BY
ESRB

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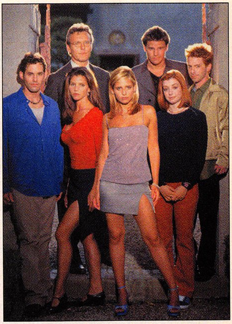
or call 1-800-771-3772
for more info.

> “[Female fans] respond to **Buffy** because for years we didn't have a character young girls could look up to. **Mallory** on Family Ties was an **idiot**. **Carol** on Growing Pains wasn't happy being smart; she wanted to be popular. Those were **not role models.**”

Sarah Michelle Gellar in *TV Guide*, Feb. 19, 2000

© Marc Seliger/Corbis Outline

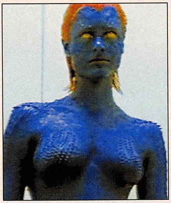
Slay Belle



It suddenly seems like any popular, pretty face is being translated into a slew of tight-knit polygons, launched into a 3D environment and surrounded by various enemies and obstacles. All kinds of luscious lasses, from Britney Spears to Pamela Anderson Lee, are now set to grace our favorite gray boxes. Fox Interactive added the next name to that burgeoning list when they announced Buffy the Vampire Slayer for a fall 2000 release.

Buffy the Vampire Slayer, starring the young beauty Sarah Michelle Gellar, will be a third-person action/adventure game. Players will take on the role of Buffy Summers, who will be helped along by her television allies Angel, Xander, Cordelia, Willow, Oz and Giles. The game promises to combine action, fighting, drama, humor, exploration and puzzle solving in 3D environments.

"Of all entertainment properties available today, Buffy the Vampire Slayer is THE franchise that gamers have been asking for," gushes Karly Young, director of worldwide brand marketing for Fox Interactive. "Now's our chance to give gamers the opportunity to live out their own Buffy adventures anytime they feel the need to kick some serious vampire butt."



Potent Quotes

"Blue boobs sell!" –Rebecca Romijn-Stamos, who's starring as Mystique in the forthcoming X-Men flick, offering some insight on why her character appears naked

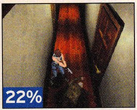
"One is reminded of the last Sega giveaway—three free Saturn titles that eventually became the death knell of the system."

–A Sony CEA spokeswoman commenting on Sega's rebate plan

VIDEOGAMES.COM POLL Long Live Solid Snake!

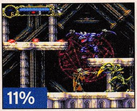
Wondering what PlayStation titles will still be around five years from now? Our pals at Videogames.com polled 5,732 gamers, asking which of the following games they'll still be playing in five years. Seems that Metal Gear Solid is most worthy of a repeat visit.

Metal Gear Solid



Resident Evil

Final Fantasy Tactics



Castlevania: SOTN

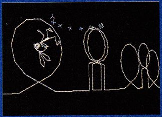
Tenchu

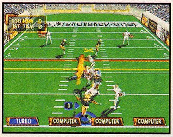
PaRappa the Rapper

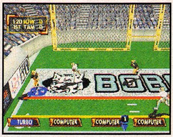
VIB RIBBON CAMPAIGN

U.S. gamers may yet have a chance to play one of our favorite imports of recent months, Vib Ribbon. At the recent Game Developers Conference, Masaya Matsuura announced that Vib Ribbon had already been translated into English and is likely to be released in Europe this summer. While there are currently no plans for a U.S. release, numerous petitions have aroused some interest at Sony. Matsuura, who also masterminded PaRappa the Rapper, told Videogames.com that the positive feedback "has pushed many people around me now, and I think many people on the Vib Ribbon team were very encouraged." If you'd like to see this game here (and we know you do), be sure to send your comments to:

Sony Computer Entertainment America
919 East Hillsdale Blvd., 2nd Floor
Foster City, CA 94404







Back to the Future

Kurt Warner Returns to Arena League

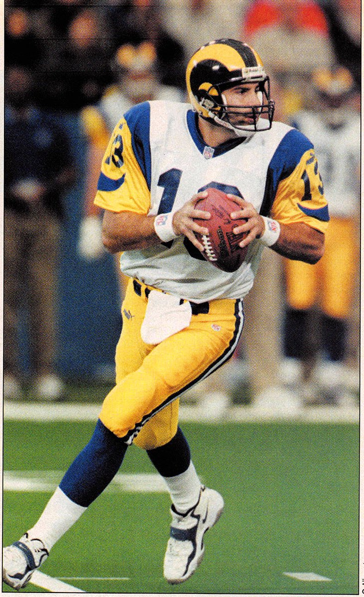
There haven't been many sports stories better than the rags-to-riches escapade of NFL MVP and Super Bowl champ Kurt Warner. His football history and soft-spoken humility lend him perfectly, though ironically, to Midway's new Arena Football Unleashed.

Warner's long road to NFL (and now potential video game) prominence began in Iowa, where he played for the Barnstormers from 1995 to 1997. In that time he averaged 61 touchdowns a season en route to back-to-back Arena Bowl appearances. He currently holds all of the Barnstormers individual passing records.

Now Warner's golden arm has propelled him into the driver's seat of one of the sports-crazy meccas on the U.S. map: St. Louis. The Rams hadn't even achieved a winning season since moving from L.A. before Warner, but he's helped change that.

As far as the game's concerned, it's pretty much NFL Blitz on a 50-yard field. The game is played six-on-six, which is only a slight departure from the AFL's eight-on-eight play, giving it a bit of a simulation feel. Of course, the Arena League—for those who haven't watched it—doesn't allow tacklers to stomp on their victims shoulder pads. Nor does it allow for The Rock-style elbow drops.

Rumor has it Warner isn't just on the cover, but he's also hidden in the game. We'll do the research and let you know what we find.



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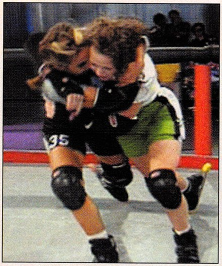
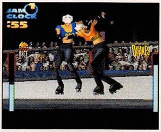
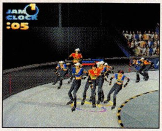
Necessary Roughness



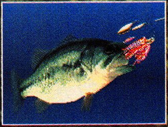


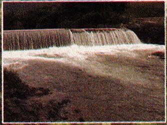


For the folks who've actually witnessed RollerJam on a Friday night, most will admit it's like watching the remnants of a horrific car crash: It's nearly impossible to look away. As strangely addictive as pro wrestling (and just as scripted), RollerJam has officially made its way to PlayStation—and EA Sports is to blame. The game will allow players to scoot around the track with RollerJam stars, perform signature moves (including Sean Atkinson's "Superman" and Mark D'Amato's "Screamer") and pass other skaters in pursuit of points to win the "coveted" Founders Cup. RollerJam is expected to release this summer.

DATA STREAM

Square and Coca-Cola Group have teamed up to produce an unlikely partnership. The soft drink giant will feature the cast of Final Fantasy IX in a TV commercial in Japan. The commercial is already being shown, well before the game's July 19 release date. For more details on FFIX, turn to page 70. • As we reported months ago, the Simpsons will finally be starring in their own PlayStation game. Published by Fox Interactive, Simpsons Wrestling (that's its working title) is a 3D action wrestling game that'll include all your favorite characters. • Following up on the well-received Pac-Man World, Namco has announced Ms. Pac-Man Maze Madness. The 3D action game will be released this fall.





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The Most Incredible Fishing Experience Ever!

Reel Fishing II builds on the success of Reel Fishing by offering all the extraordinary game play features that made it the most popular PlayStation® game console fishing game, while at the same time set new standards by being the deepest and most realistic fishing simulation to date.

- **Incredibly beautiful Full-Motion Video**
- **Over 70 types of fresh and salt water fish**
- **Choose from over 500 pieces of tackle**
- **Four methods of fishing, including Trolling**
- **Compatible with licensed PlayStation® fishing peripherals**

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CONTENT RATED BY
ESRB
NAUGHTY DOG
I GOT YOUR
HAND SIGNAL
RIGHT HERE
BUDDY.

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PlayStation®

TIME
0:26:41
LAP
1-3
4TH

1ST
LAP
5-5
2ND
LAP
5-5

2ND
1ST
3RD
4TH

It's not driving. It's a motorized beat-down. Leave skid marks on 25 different tracks. Reduce your fellow drivers to roadkill. And if you're man enough to survive the hairpin turns, you'll score a TURBO boost. Unless, of course, you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can race to the ugly finish. With over 12 playable characters in all. Basically, it's a full-blown war on wheels.

www.playstation.com

CTR
CRASH TEAM RACING

Once he gets behind the wheel, things get ugly.

Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 WWF SmackDown! ●●●●◐

Publisher: THQ **Last Month:** - **Genre:** Action **Release Date:** March 2000

It took a title like this to finally lay the smack down on Gran Turismo 2, which had previously held the top spot for three straight months.

2 Gran Turismo 2 ●●●●●

Publisher: Sony CEA **Last Month:** 1 **Genre:** Racing **Release Date:** Dec. 1999

Gone from its top position but certainly not forgotten, GT2 remains a strong seller and shows no signs of slowing down any time soon.

3 Tony Hawk's Pro Skater ●●●●◐

Publisher: Activision **Last Month:** 4 **Genre:** Sports **Release Date:** Sept. 1999

No other skating game can hold a candle to what can already safely be called a classic—not even the one by Sony itself!

4 The Dukes of Hazzard ●◐○○○

Publisher: Southpeak **Last Month:** 2 **Genre:** Racing **Release Date:** Dec. 1999

So, what should be the next sucky game based on an '80s show? The A-Team? Airwolf? The Fall Guy? Punky Brewster? We'll let you decide.

5 Fear Effect ●●●●◐

Publisher: Eidos **Last Month:** - **Genre:** Action **Release Date:** Feb. 2000

With an incredibly stylized look and great gameplay to go along with it, we expect Hana and friends to stay in the top five for quite a while.

	Title	Rating	Publisher	Last Month	Release Date
6	Spyro the Dragon	●●●●○	Sony CEA	5	Sept. 1998
7	Sled Storm	●●●●○	Electronic Arts	10	Aug. 1999
8	Need for Speed IV: High Stakes	●●●●◐	Electronic Arts	16	March 1999
9	Gran Turismo	●●●●●	Sony CEA	3	May 1998
10	Namco Museum Volume 3	●●●◐○	Namco	12	Feb. 1997
11	Tetris Plus	●●●◐○	Jaleco	-	Oct. 1996
12	Army Men: Sarge's Heroes	●●○○○	3DO	-	Feb. 2000
13	Crash Bandicoot: WARPED	●●●●●	Sony CEA	6	Nov. 1998
14	Namco Museum Volume 1	●●●◐○	Namco	19	Aug. 1996
15	NBA Live 2000	●●●●◐	Electronic Arts	8	Nov. 1999
16	Medal of Honor	●●●●○	Electronic Arts	9	Nov. 1999
17	Rugrats	●●●◐○	THQ	17	Nov. 1998
18	Tomb Raider III	●●●◐○	Eidos	18	Nov. 1998
19	Frogger	●●◐○○	Hasbro	10	Oct. 1997
20	ECW: Hardcore Revolution	●◐○○○	Acclaim	-	Feb. 2000

namco Presents

Top 10 Most Wanted

As nominated by our attractive, intelligent readers

1. **Gran Turismo 2** It may not hold the top spot in sales anymore, but GT2 certainly is still loved by you all!
2. **Syphon Filter 2** There's definitely a big Gabe Logan presence in this issue. Oh wait...that's another Logan.
3. **Fear Effect** Eidos proves that Capcom isn't the only one that can do survival horror-type games!
4. **Final Fantasy IX** The Japanese release is coming up soon. See our preview on page 72.
5. **Crash Team Racing** Even with more kart-racers out there than ever before, CTR remains your favorite.
6. **Legend of Dragoon** With graphics that push the PS to its limits, this might hold RPGers over till FFIX...
7. **Chrono Cross** ...but then again, they might be spending all of their time with this long-awaited sequel...
8. **Final Fantasy VIII** ...or maybe they'll still be playing this one. (Jeez, you guys love your RPGs!)
9. **Resident Evil 3 Nemesis** This survival horror gem is still surviving in the Most Wanted list.
10. **Gauntlet Legends** The ultra-fun arcade game has many of you craving it on PS... Too bad it's only mediocre.

Russ Butman

Our monthly contest winner's top five picks

1. **Street Fighter EX2 Plus** It's remarkable how similarly this PS game plays to SF EX3 on PS2.
2. **Driver 2** We want this one too, Russ! Hopefully, we'll get some screens for it soon.
3. **Spider-Man** We've only played a few levels of this one, but from what we've seen Russ should be excited!
4. **Final Fantasy IX** It's never too early to start up that hype for the next FF!
5. **Parasite Eve 2** Hopefully, Russ will be able to boot this spooky sequel up just in time for Halloween.

Editors' Top 5

What we've been playing instead of working

1. **Vagrant Story** Square's latest epic refuses to allow Joe to leave his cube—even for yummy chocolates!
2. **Tekken Tag Tournament** Same ol' Tekken—but man, does it ever look nice!
3. **Driving Emotion Type-S** You won't find a more realistic-looking driving game (at least until GT2000).
4. **Legend of Dragoon** So absorbed is Gary that he now calls upon the power of the dragoon himself. We worry.
5. **Mr. Driller** Yep, this one has made the Top 5 list two months in a row, it's so addictive!

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: chris_baker@ziffdavis.com or visit the *OPM* section on www.videogames.com

Source: NPD TRSTS Video Games, mid-March 2000. Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Dreamcast, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

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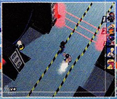

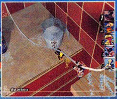

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MICRO MANIACS
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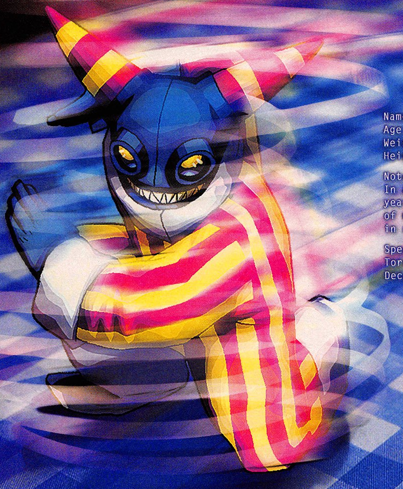
- Up to 8-player racing
- 3 single-player modes
- 2 multiplayer modes
- 8 mutated characters
- 16 special weapons
- 32 twisting tracks
- 3-D racing action

Reckless, destructive, wicked, aggressive, manic fun!

Micro Maniacs punch, kick, and fight dirty as they run wild through the house.

No principles, no prisoners, just 12 mutant characters devastating anyone and anything that comes between them and winning. It's multiplayer mayhem at its maniacal best.

If you see them coming… Run!



Name: Twister
Age: 23
Weight: 0.92 oz.
Height: 1.9 in.

Notes:
In and out of asylums for many years, but shows no visible signs of madness. Very mobile and stable in unusual surroundings.

Special abilities:
Tornado devastation.
Decapitating yo-yo.

MICRO MANIACS™

They're off. And running.

Codemasters®
GENIUS AT PLAY

PlayStation

EVERYONE E CONTENT RATED BY ESRB
Animated Blood
Animated Violence

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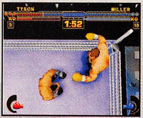

Mike Tyson Boxing (above) and Spider-man (right)

Coming Soon

June

Blaster Master: Blasting Again	Sunsoft	Action
Covert Ops: Nuclear Dawn	Activision	Action
Danger Girl	THQ	Action
Dragon Valor	Namco	RPG
In Fisherman Bass Hunter	Take 2	Sports
Kurt Warner's Arena Football Unleashed	Midway	Sports
Legend Of Dragoon	Sony CEA	RPG
Legend of Mana	Square EA	RPG
Major League Soccer	Konami	Sports
Mike Tyson Boxing	Codemasters	Sports
Mortal Kombat Special Forces	Midway	Action
MTV Sports: Skateboarding	THQ	Sports
Paper Boy	Midway	Sports
Rampage Through Time	Midway	Action
Reel Fishing 2	Crave	Sports
Spider-Man	Activision	Action
Star Trek Invasion	Activision	Action
Wacky Races	Infogrames	Racing
World Racing Championship	Codemasters	Racing
X-Men: Mutant Academy	Activision	Fighting

July

Darkstone	Take 2 Interactive	RPG
Driver 2	GT Interactive	Action
Lunar 2: Eternal Blue	Working Designs	RPG
N-GEN Racing	Infogrames	Racing
RollerJam	Electronic Arts	Sports
Tenchu 2: Birth of the Assassin	Activision	Action
Threads of Fate	Square EA	RPG

Future Releases

102 Dalmations	Eidos	Action
Action Man	Hasbro	Action
Alone in the Dark 4	Infogrames	Action
Arc the Lad Collection	Working Designs	RPG
Austin Powers	Rockstar	Action
Batman Racing	Ubi Soft	Racing
Black & White	Midas	Sim
Blade	Activision	Action
Breath of Fire IV	Capcom	RPG
Breakout	Hasbro	Misc
Buffy the Vampire Slayer	Fox Interactive	Action
CART Racing	Midway	Racing
Casper	Stealth Learning	Action
Championship Motocross 2	THQ	Racing
Chrono Cross	Square EA	RPG
Colin McRae Rally 2	Codemasters	Racing
Dinosaur	Ubi Soft	Action
Disney Classic Adventures Hosted by Goofy	NewKidCo	Action

Future Releases (cont.)

Dragon Quest VII	Enix	RPG
Dragon Tales	NewKidCo	Action
ECW: Anarchy Rulz	Acclaim	Action
Evil Dead: Ashes 2 Ashes	THQ	Action
Family Feud	Hasbro	Misc
Final Fantasy IX	Square EA	RPG
Frogger 2	Hasbro	Action
Galaga	Hasbro	Shooter
Gravity Games	Midway	Sports
Hellboy	DH Interactive	Action
Hot Wheels Turbo Racing 2	Electronic Arts	Racing
Hot Wheels Extreme: Hot Waves	Mattel	Sports
Inspector Gadget	Ubi Soft	Action
Jeopardy 2	Hasbro	Misc
KISS: Psycho Circus	Rockstar Games	Action
The Land Before Time	Stealth Learning	Action
Lego Racers 2	Lego Media	Racing
Lego Soccer	Lego Media	Sports
Madden 2001	EA Sports	Sports
Mat Hoffman's Pro BMX	Activision	Sports
Mega Man Legends 2	Capcom	Action
Messiah	Interplay	Action
MoHo	Rockstar	Action
Mort The Chicken	Crave	Action
Ms. Pac Man Maze Madness	Namco	Puzzle
MTV Sports: Snowboarding 2	THQ	Sports
MTV Sports: BMX	THQ	Racing
NASCAR Heat	Hasbro	Racing
NASCAR Racers	Hasbro	Racing
Nick Toons Racing	Hasbro	Racing
NFL GameDay 2001	Sony CEA	Sports
Parasite Eve 2	Square EA	RPG
Planet of the Apes	Fox Interactive	Action
Polaris Snocross 2000	Vatical	Racing
Power Rangers Lightspeed Rescue	THQ	Action
Rainbow Six: Rogue Spear	Redstorm	Action
Rayman 2	UbiSoft	Action
R/C Smash & Bash	Mattel	Racing
Resident Evil Gun Survivor	Capcom	Shooting
Revolt 2	Acclaim	Racing
Rockem' Sockem' Robots	Mattel	Fighting
Roswell Conspiracies	Redstorm	Action
Rugrats in Paris	THQ	Action
Sea Doo Hydrocross 2000	Vatical	Racing
Scooby Doo	THQ	Action
Simpsons	Fox Interactive	Action
Soul Reaver 2	Eidos	Action
Sydney 2000	Eidos	Sports
Test Drive Rally	Infogrames	Racing
Test Drive Cycles	Infogrames	Racing
Titan A.E.	Fox Interactive	Action
Tom & Jerry	NewKidCo	Action
Tonka Space Station	Hasbro	Action
Tony Hawk's Pro Skater 2	Activision	Sports
Ultimate Fighting Championship	Crave	Action
Wheel of Fortune 2	Hasbro	Misc
Winnie the Pooh	NewKidCo	Action
The World is Not Enough	Electronic Arts	Action
Yeh Yeh Tennis	Sunsoft	Sports

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

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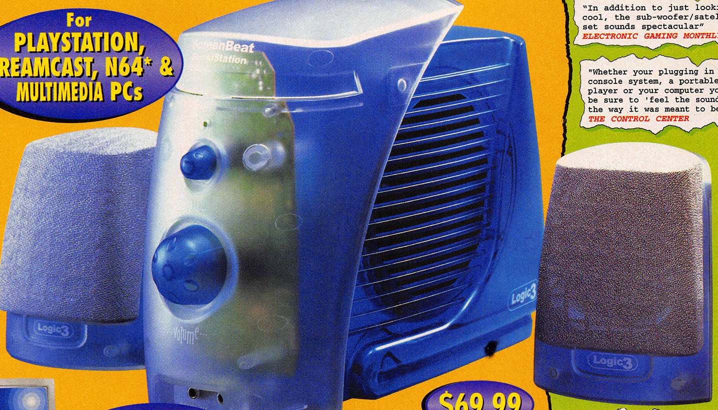

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> *ELECTRONIC GAMING MONTHLY*

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> *4.5/5, OFFICIAL PLAYSTATION (US)*

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> *GAMEWEEK*

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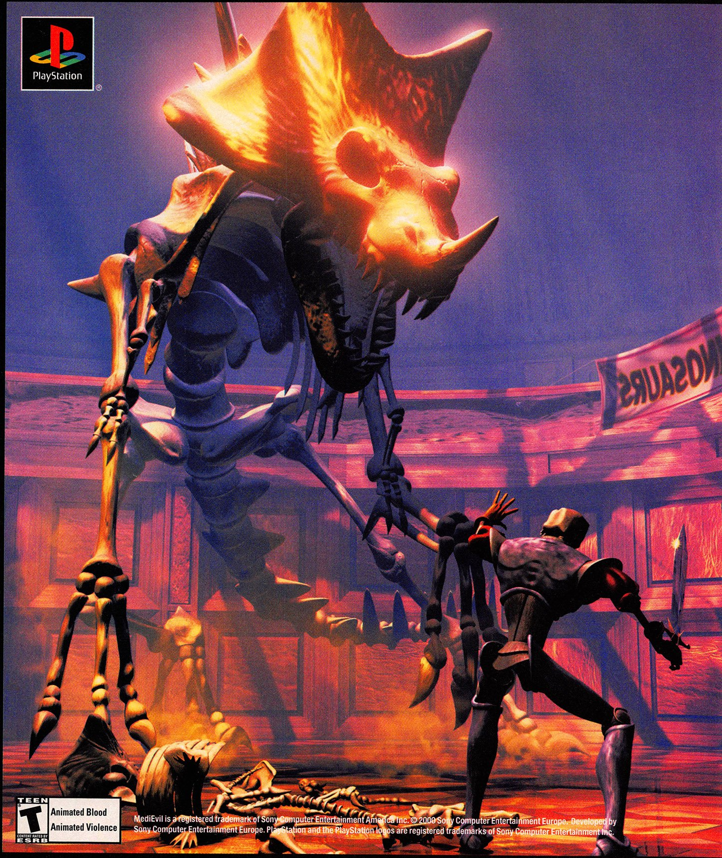

TEEN
T
CONTENT RATED BY
ESRB
Animated Blood
Animated Violence

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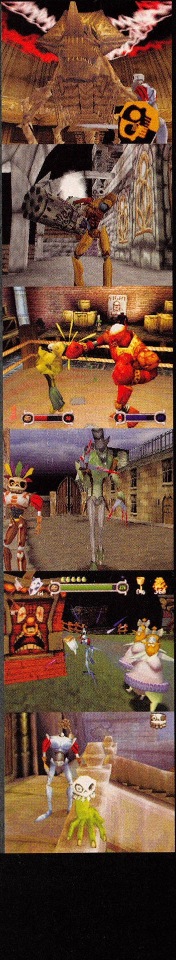
THE KNIGHT IN SHINING BONE MARROW IS BACK.

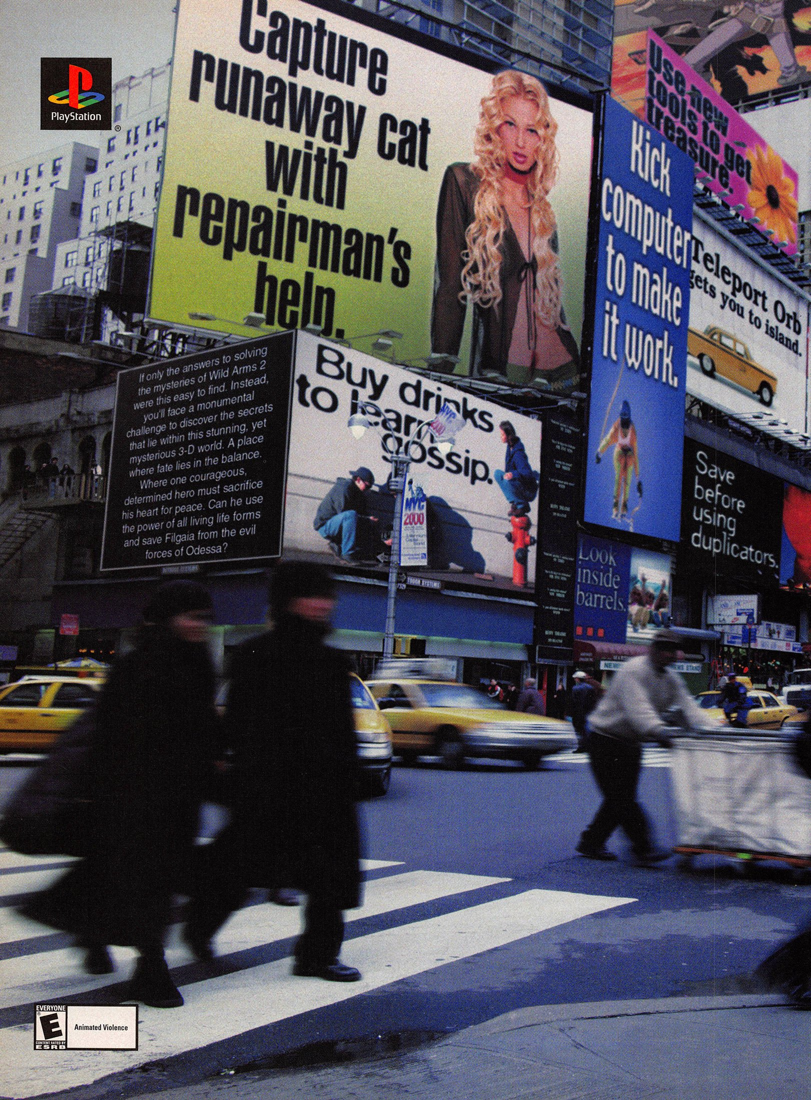
Sir Dan's back. And the world is a dark and sinister place. The evil Lord Palethorn's spell has turned London into an un-jolly old place. A gang of sadistic villains now roams the streets. And it's up to Sir Dan to destroy them with his lethal arsenal — Gatling guns, torches, axes, his own removable arm and more. Between the mighty battles and baffling puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends — a mad professor, a wily ghost and his Egyptian princess girlfriend — to prevail. Demonic terror has a new address. And you wouldn't want to be caught alive in a place like this.

MEDIEVIL II.

A GOTHIC JOURNEY TO DIE FOR.



PlayStation


Capture runaway cat with repairman's help.
Use new tools to get treasure.
Kick computer to make it work.
Teleport Orb gets you to island.
Buy drinks to learn gossip.
NYC 2000
Save before using duplicators.
Look inside barrels.

If only the answers to solving the mysteries of Wild Arms 2 were this easy to find. Instead, you'll face a monumental challenge to discover the secrets that lie within this stunning, yet mysterious 3-D world. A place where fate lies in the balance. Where one courageous, determined hero must sacrifice his heart for peace. Can he use the power of all living life forms and save Filgaia from the evil forces of Odessa?

EVERYONE
E
CONTENT RATED BY ESRB
Animated Violence

Player-controlled camera angles
Choose from 3 characters to start quest
Battle detailed enemies
Solve brain-racking, action-oriented puzzles
WILD ARMS 2
What legends are made of.
Use Search System to find money.
try to do better next century.
Condition Green cancels status.
Use Defend command for
ONE WAY
the answers are out there

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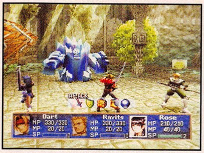
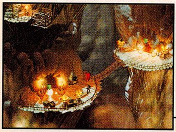
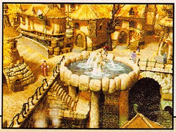
Theme: RPG
# of Players: 1
Availability: June
Developer: Sony CEI
Publisher: Sony CEA
URL: www.playstation.com

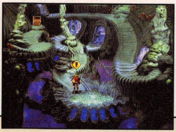


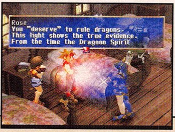
The Legend of Dragoon

A big-budget, slick new RPG from...Sony?!









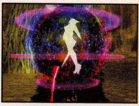
Rose
You "deserve" to rule dragons.
This light shows the true evidence.
From the time the Dragoon Spirit

The prerendered backgrounds rival those found in Square's recent masterpiece, Final Fantasy VIII.

When gamers think of RPGs, the first developer to come to mind is Squaresoft. After that, a few other names might surface—say, Atlus or Enix. But Sony? Not really.

That might change, though, with Sony's forthcoming big-budget role-player, The Legend of Dragoon, due out this June.

Right from the first moments in Dragoon, gamers will be treated to an RPG dripping with high production values. All the important details are nailed up front: the opening song is much better than the typical J-pop fare; the introductory CG cinema is a visual treat; and the gameplay features stylistic 3D characters moving through lush prerendered backgrounds peppered with tasty visual effects like running water, falling leaves, flickering torches and swirling fog.



But as everyone knows, looks ain't everything—especially in an RPG. So how does Dragoon play?

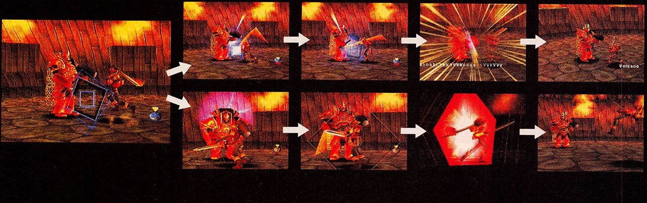
Pretty darn good, so far. Dragoon features an innovative battle system that seems simplistic at first but gets deeper as you progress through the game. At the crux of this fighting system are "Additional" skills, which allow the nine playable characters to string together consecutive attacks leading up to a powerful finish. After a few hours, certain party members will gain the ability to transform into Dragoon spirits, drawing on the power of dragons to unleash devastating physical and magical attacks. All the characters also have different elements associated with them, making some more valuable than others during certain encounters.

As you'd expect in an RPG, Dragoon's story is big in scope (mankind is threatened by the re-emergence of a superior race, civilization is threatened by civil war), while small in focus (follow the tale of Dart, a young man seeking revenge for his parent's untimely death, who gets caught up with other individuals in search of their identities/meanings in life/purposes/etc.). Sounds a bit cliché, sure, but there are enough interesting twists to keep the story line fresh.

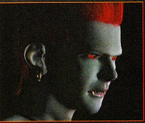
With a development team of more than 100 members working to provide a whopping 80 hours of game time (pity the poor reviewer who has to finish this one on deadline!), The Legend of Dragoon may become a franchise series along the lines of Square's Final Fantasy. We'll find out whether this one holds up to the high promise of the preview version when we put it through the full review paces next month. Until then, take a peek at the video on this month's demo disc.

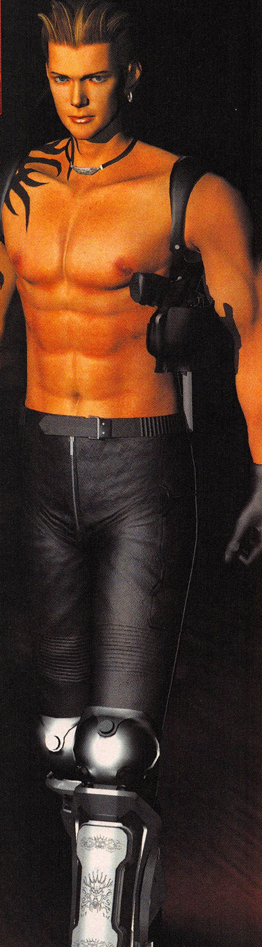
Additional Attacks 101

Additional attacks call for a series of carefully timed button presses that coincide with the spiraling square on screen; when that square centers on your opponent, you have to quickly tap the X button—but if your foe counterattacks, you'll need to switch to the Circle button. The top row shows a successful Volcano attack, while the bottom shows a painful counterattack.



VAMPIRES COUNTDOWN





GET IN TOUCH WITH YOUR INNER PSYCHOPATH.

And you better learn fast. Because you're Keith Snyder, bodyguard, trapped in the Desert Moon Hotel when all the patrons are turned into vampires. Your job... find out why and destroy a few million nasty vampires in the process. There is a myriad of environments, awesome weapons and challenging puzzles to keep you on the edge of your seat. You can even pick your blood type and play as a human or vampire. Videogames.com said, "If you're looking for an RE-style game with a twist this might be your best move." So get moving, before you become...uuhhh...dead meat.

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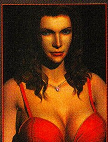
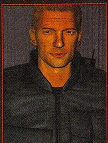
MIRA SWISH



JULES DOORS



CLAUDIA SWISH

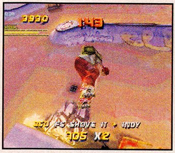
PlayStation

RATING PENDING RP CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

BANDAI

Theme: Skateboarding
# of Players: 1-8
Availability: Fall 2000
Developer: Neversoft
Publisher: Activision
URL: www.activision.com



1949
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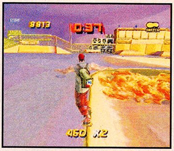
14

Tony Hawk's Pro Skater 2

Mr. 900 is back with a stellar sequel



5775
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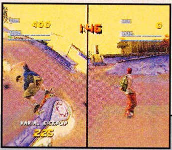
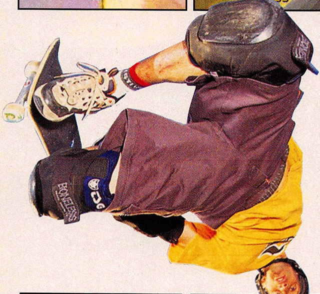
SWITCH
360 MELON
580



13

skaters in all; 10 returning pros, three newbies and all the created skaters you can imagine



Tony Hawk's Pro Skater blew the doors off the skateboarding expectation stationwagon. Now comes the sequel, and it manages to be a few Nollies, a 900 and a Christ Air ahead of the original.

In THPS2 there's more of the same: tight, intuitive controls, a brilliant trick/combo system and great multiplayer modes. But with the sequel comes great rewards. There are 13 different skaters (three unlockables) this time vs. 12 (two unlockables) in the first game. If you don't like the list of pros, you'll be able to create characters and customize them from their moves down to their skivvies.

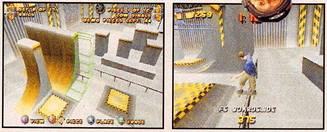
A new skatepark editor allows architectural masterminds (or your little brother) to create your very own skatepark by using over 100 different pieces including rails, ramps, quarter pipes and even taxis buried in plywood. This feature adds a slew of replayability, and you can save your created skating utopia and bring it to a buddy's place.

There are also a bevy of new places to test your wares. You'll find international sites like France and Mexico, plus a new haven of American grind spots like Philadelphia, New York and Venice Beach.

We haven't seen the supposedly enhanced career mode just yet, but we've been promised mini-games that can be unlocked as players move through the different challenges of the game.

As far as the multiplayer goes, this stuff is thrilling. You'll still have "Tag" and "H-O-R-S-E," but a new addition is the "Competition" mode where you can square off with up to seven other skaters in a judged skate competition. There's also "Trick Attack" which is a split-screen mode where two players take a simultaneous two-minute run and whoever scores the highest wins.

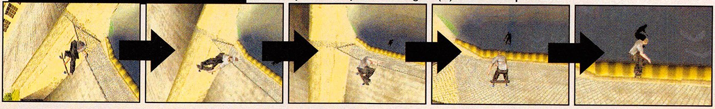
THPS2 is PlayStation skating at its finest. It's added the right things in the right places, so all the Casper Slide, 720 Varial, Shove-It action is still there for the neckbreaking, with additional features that should make it worth every cent.



Imagination Station
The skatepark editor is a feature that will keep THPS2 fresh for the long haul. You'll be able to place pools, rails, funboxes and architectural expertise all on the space of a memory card.

Another Run at the 900

The historic, unequaled feat of the 900 may forever live, unrepeated, in the annals of skating history. Here's PlayStation Tony Hawk rivaling his (in)human accomplishment.



New Titles! Great Prices!

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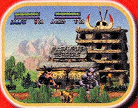
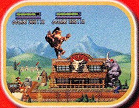
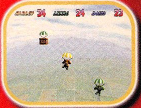


- All new level and character artwork!



- 3-player simultaneous destruction!

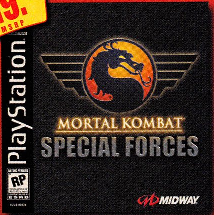


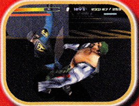
- 20 mini-games with familiar themes!

Everyone's favorite city-stompers are back and no civilization is safe while they *Rampage Through Time*!

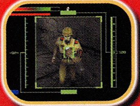
RATING PENDING RP CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

$19.95 MSRP

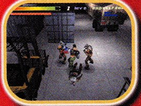




- Rich fighting system with basic and special moves!



- Complex storyline featuring cinematic sequences!



- 3D levels for exploration and gameplay choices!

Action abounds in *Mortal Kombat Special Forces*, with one of the best fighting systems of any adventure game!

RATING PENDING RP CONTENT RATED BY ESRB
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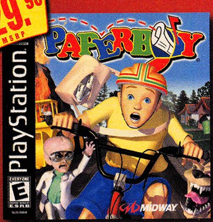
$29.95 MSRP



*

The arcade classic is back with new high-flying 3D action and adventure!

EVERYONE E CONTENT RATED BY ESRB
Mild Animated Violence

Coming Soon!

*Not Yet Approved by Sony Computer Entertainment America.

MIDWAY
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PlayStation

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Theme: Adventure RPG
# of Players: 1-2
Availability: June 2000
Developer: Squaresoft
Publisher: Square EA
URL: www.squaresoft.com

Legend of Mana

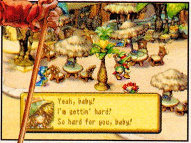
World's first picturesque RPG?

Knowledgeable Squaresoft fans sorely remember the decision not to bring the third game in the Seiken Densetsu over to the States, so they should be relieved to see that as a result of Square's recent "translate everything" policy, the fourth game, Legend of Mana, will see release in June. Legend of Mana keeps the same sprite-based, two-dimensional style that the series is known for, but expands on the form in a way that 16-bit versions were unable to by using large, well-animated sprites. This helps to ensure that the in-game characters conform as closely to the imaginative character artwork as possible. The watercolored backgrounds are also a sight to behold; even the usually barren snowfields and desolate deserts capture one's interest.

Full-motion video is little seen in the game, mostly due to the non-linear gameplay. In a change of pace for RPGs, there's no universal evil to defeat or world-threatening event to prevent. As the nameless, voiceless male or female hero, you simply go about the world, helping individual citizens with their troubles. The twist is that sometimes said citizens won't exist until you bring their homelands into creation with the Land Creation System. While the game isn't completely free-form (you can't visit everywhere in the game from the outset) the Land Creation System allows you more freedom than most RPGs give you.

The battle system is also deeper than before. Battles are still akin to beat-em-ups like Final Fight, with realtime hand-to-hand battles rather than the turn-based, menu-driven system found in most other RPGs. The changes lie mainly in the "Skill" system, which allows you greater customizability. There are hundreds of skills to choose from, and experimenting with combos of different skills will help to keep the battles interesting. Two buttons are always assigned to the Quick Attack and the Power Attack, but the other two are open for assigning Skills to. Using Skills in conjunction with each other or standard attacks will unlock more Skills, and sometimes weapon-specific Special Attacks, which are assigned to the shoulder buttons. Magic is also assigned to the shoulder buttons, and is obtained in a similarly complicated manner.

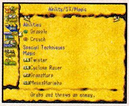
Legend of Mana is shaping up to be a standout title in a summer where most RPGs will rely on the tried-and-true turn-based system. With its unique visuals and easygoing feel, it could be the game that introduces a new legion of gamers to the joys of role-playing.



Yeah, baby!
I'm gettin' hard!
So hard for you, baby!

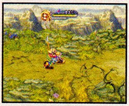
Square's translators return to work after Austin Powers 2.

How to Gain Skills

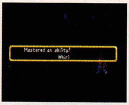


Grabs and throws an enemy.

Assign Skills to the extra buttons.

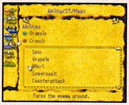


Use the Skills frequently in battle.



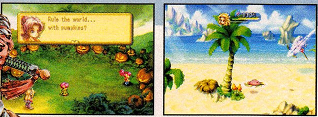
Mastered an ability!
Whirl

With enough practice at them, a new Skill develops out of the old two.



Turns the enemy around.

Choose the new Skill from the menu and start all over again to obtain more.



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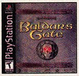

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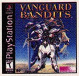

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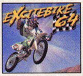

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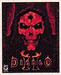

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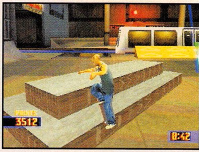
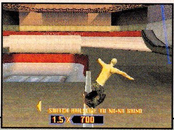
Theme: Extreme Sports
# of Players: Multiple
Availability: May 2000
Developer: Shaba Games
Publisher: Sony CEA
URL: www.playstation.com

TAIL GRAB
587



Grind Session

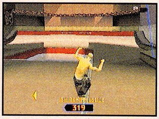
Is Sony's skateboarding frenzy the 'air' apparent?



SWITCH IMPOSSIBLE
200

Catching big air isn't the easiest thing, but if you get just high enough you can pull off some nasty tricks.

POINTS
1132
400
1:07



Considering the rabid success of Tony Hawk's Pro Skater, it's no surprise that skateboarding games are going to start falling from the sky like the frogs in *Magnolia*. Let the certain consumeristic hunt for vid-skateboarding quality over quantity begin!

The next skater effort is Sony's Grind Session which intends to combine the spirit and arcade-style action of hard-core skateboarding. There's not as much high-flying body-risking action as in THPS, but more of a sim element like Rockstar's Thrasher. The game features six pro boarders (Pigpen, Carabeth Burnside, Daewon Song, Willy Santos, John Cardiel and Ed Templeton), all with their own signature moves, tricks and style. All riders were consulted on the look and feel of their particular doppelganger. Besides the pros, players are welcome to try one of four amateur skaters that are entirely customizable.

These skaters gear up to conquer eight different fully interactive environments ranging from Vancouver's Vans Triple Crown/Slam City Jam, to Detroit, to an area referred to only as "Rooftops."

Grind Session features four different one-player modes: Tournament, Endurance, Open Skate and Training, along with five multiplayer modes: Competition, Vs., Teamplay, Tech Challenge and L-O-S-E-R. The major disappointment is that the multiplayer modes are turn-based instead of simultaneous.

Probably the coolest element of Grind Session are the goals you're trying to achieve. First, you have a respect meter which determines whether or not a player can move to the next level based on score, hitting collectable objects, completing tech bonuses and finding secrets within the level.

You'll also try to build your Dream House by successfully achieving the maximum number of points, collectibles or technical bonuses in various levels. You'll be able to skate in the unlocked Dream House rooms, including a place to jump a shark tank. And the sweetest thing is trying to get on the cover of skate magazines by riding the concrete waves like one of the pros.

Overall, the early stages of Grind Session show promise. The graphics are yet to equal THPS, but the controls, though a little loose, are similarly intuitive. The depth doesn't seem to rival the competition, but the sim aspect should convince hardcore skaters to try it out.

Musical Chairs

Sonic Youth is regarded as one of the most unlikely musical successes in the 1980s. Their abandonment of rock & roll convention showed in their free-form experimentalism matched by their post-punk avant garde influences. They created a new sonic landscape with their feed-back, dissonance and alternate tunings. Now they grace the Grind Session soundtrack along with other rock-tastic punk-oriented musical bad boys.

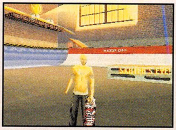
Here's a list:

- Sonic Youth
- KRS-1
- Gza
- Black Flag
- Cornelius
- Zen Guerrilla
- the Executioners
- Jurassic 5
- Dr. Octagon
- NOFX
- Man or Astroman

Bail Out

Crashing and burning on the streets is as much a part of skateboarding as a nosegrind. Here's a prime Grind Session example of a man finding out the true definition of "lip skid."

POINTS
6477
HEELFLIP
200
0:31



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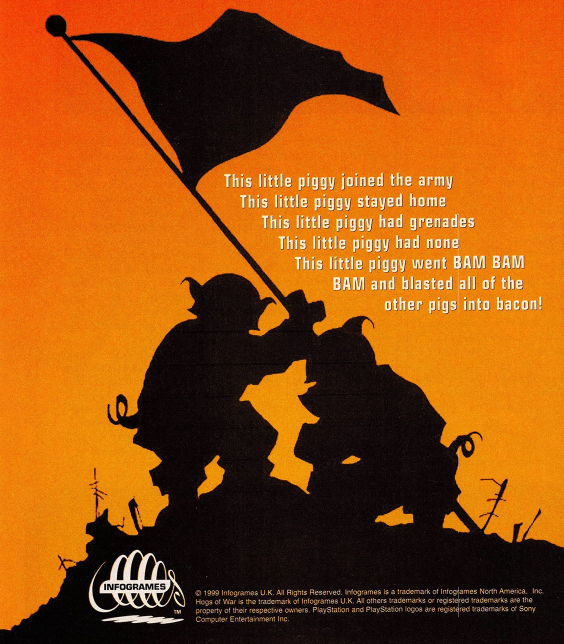
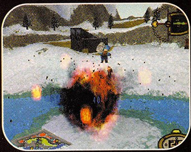


This little piggy joined the army
This little piggy stayed home
This little piggy had grenades
This little piggy had none
This little piggy went BAM BAM
BAM and blasted all of the
other pigs into bacon!

HERR GEL
120
SOHKRAUT
120
HERR KUT
120

NINJA
75
HERR DRY
65



SNOWSKI
120
WOLFIE
75

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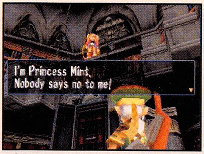
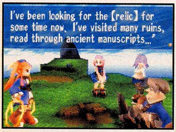
Theme: Action RPG
# of Players: 1
Availability: July
Developer: Square
Publisher: Square EA
URL: www.squaresoft.com



I'm Princess Mint.
Nobody says no to me!

Threads of Fate

More RPG magic from the masters at Square

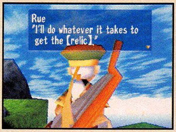


I've been looking for the [relic] for some time now. I've visited many ruins, read through ancient manuscripts..."

2

Yeah, we know it's a low number. But it's also significant because Rue and Mint's separate yet intertwining storylines make Threads of Fate seem almost like two games in one.

The self-absorbed Mint (above) searches for the relic so she can dominate the world. Rue (right) doesn't care what the relic is used for, as long as he gets his one wish.



Rue
"I'll do whatever it takes to get the [relic]."

The Witch and the Transforming Wardrobe

When regular weapons won't do, it's time to bring out the big guns. Mint can use the seven colors of magic in combinations of element and power types. For example, combine Blue magic with a power effect to generate a ring water beam. Not to be outdone, by defeating a saber tiger, Rue can transform and make some normally unmakeable jumps.

After reading the headline, you're probably thinking, "What the heck is Threads of Fate?" Formerly known by its Japanese name, Dew Prism, this 3D action/RPG from Square could have easily slipped by those not paying close attention—but not the folks at *OPM*!

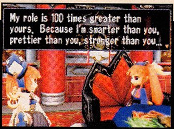
A game in the same vein as 1998's Brave Fencer Musashiden, Threads of Fate follows the quest of two characters, Rue and Mint, who are both after an ancient relic of mysterious and unspeakable power. Both Rue and Mint have their own motives for obtaining the relic, and the storyline is different depending on which character you choose to play through the game with.

If you choose to play as Mint, you are treated with a light-hearted tale about Mint avenging her lost right to the throne of the East Heaven Kingdom. Upended by her younger sister Maya, she searches for the Aeon Relic so that she can exact revenge on her sister and subsequently rule the world. Mint is a bit of a selfish brat who always prefers to fight instead of think, but is eventually forced to cooperate with Rue and the scientist Klaus in order to further her agenda. Mint can use the seven colors of elemental magic as well as her dual rings to attack enemies.

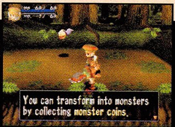
Those who play as Rue are in for a more serious story. Waking up five years ago, unsure of who he is or where he came from, Rue is adopted by a passerby named Claire. Unfortunately, Claire was killed by an evil being called The Arm of Death. Rue searches for the Aeon relic so he can resurrect Claire, and doesn't think twice about fortune or power like Mint. Instead of magic, Rue possesses the ability to morph into any monster that he defeats; his normal weapon is an axe-like sword.

Regardless of what character you pick, the battle system is the same. MP are used for magic and monster transformations, and can be extended by simply using magic often. Your HP bar is also extended when you take damage. Upgrades to your weapon and armor can be purchased by selling defeated monsters.

Threads of Fate is coming out in July, the middle of what's shaping up to be the summer of Square on the PlayStation. If you want an action RPG that has more replay than its peers, Threads of Fate probably won't disappoint. And be sure to try it out for yourself on this month's demo disc!



My role is 100 times greater than yours. Because I'm smarter than you, prettier than you, stronger than you...



You can transform into monsters by collecting monster coins.

EVERYONE
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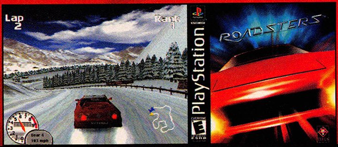

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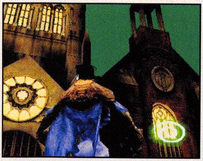
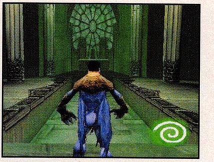
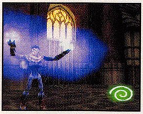
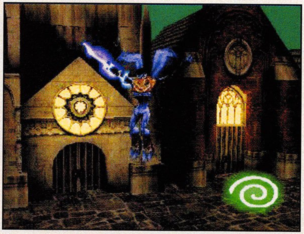
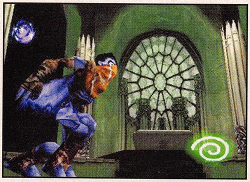
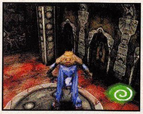
game spy

Soul Reaver 2

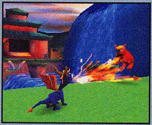
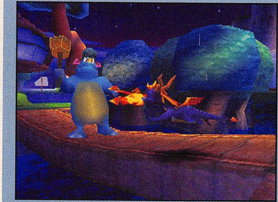
In the sequel to the wildly successful Legacy of Kain: Soul Reaver, comes the conclusion to Raziel's story. This should satiate the vampire-like appetites of gamers who were angered by the lack of an ending to the first game. Soul Reaver 2 boasts continuous data streaming so there are no loading events. And even though the story will pick up where SR1 left off, there will be new enemies to encounter: vampire hunters, humans and more. SR2 will release in the fall.

Theme Adventure **Publisher** Eidos
# of Players 1 **Developer** Crystal Dynamics
URL: www.eidos.com

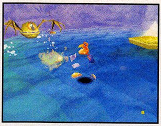
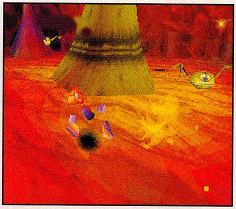
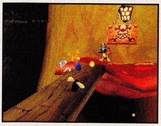
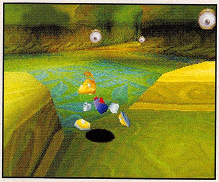







Spyro: Year of the Dragon

Spyro and Sparx are back for a whole new adventure. There are 30 new worlds where Spyro will box, skateboard, sharp-shoot and more. Set to release in November.

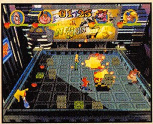
Theme Action **Publisher** Sony CEA
# of Players 1 **Developer** Insomniac
URL: www.playstation.com

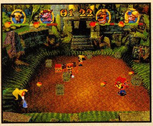





Rayman 2

Rayman has gone 3D. Sporting a decidedly European look, Rayman 2 offers more of the platforming action players came to know and love in the original 2D game. The levels are huge and boast graphics that push the PlayStation to the limit. Ubi Soft has managed to make the game look like a 3D cartoon.

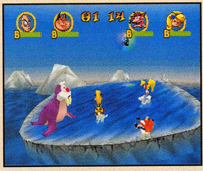
Theme Action **Publisher** Ubi Soft
# of Players 1 **Developer** Ubi Soft
URL: www.ubisoft.com





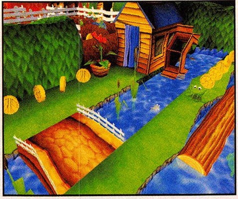
Crash Bash
(working title)

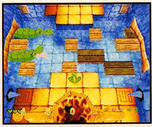
Crash Bash is a win at all costs, bash the competition, 3D Arena-based battle game. It tests skill, agility and perseverance in nine four-player events. There are eight characters, including Crash, Coco, Dingodile, Tiny, N. Cortex and N. Brio. There's an Adventure Mode that mimics the structure of the original Crash Bandicoot game, or Battle Mode, which is a four-player head-to-head battle. Crash Bash is expected to release in November.

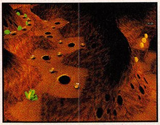


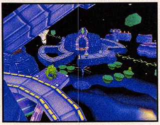
Theme	Action	**Publisher**	Sony CEA
# of Players	1-4	**Developer**	Universal

URL: www.playstation.com







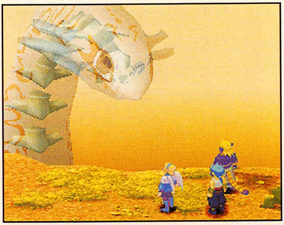


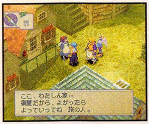
Frogger 2: Swampy's Revenge

Apparently there weren't enough Frogger games enchanting the gamers of the universe, so Hasbro's releasing Frogger 2. Swampy's Revenge features dozens of all-new levels along with refined Frogger powers with more intuitive and context-sensitive controls. This frog-tastic adventure is set to grace store shelves in September.

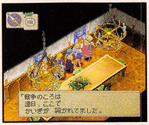
Theme	Action	**Publisher**	Hasbro
# of Players	1-4	**Developer**	Interactive Studios

URL: www.atari.com

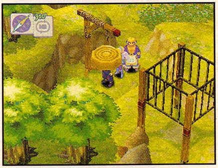




ここ、わたしん家‥
酒屋だから、よかったら
よっていってね　旅の人。



「戦争のころは
連日、ここで
かいぎが　開かれてました。



Breath of Fire IV

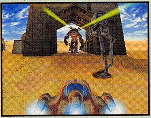
Breath of Fire IV returns with a flurry of RPG excitement. The story follows Princess Elena who disappears after an armistice between two battle-ravaged countries. You'll play as Nina, Elena's sister, who goes on a hunt for her lost sibling. The artistic style matches the past game and there's a new combo-fighting system. BoF4 will release in September.

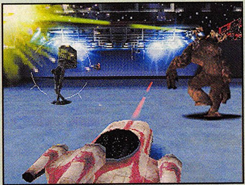
Theme	RPG	**Publisher**	Capcom
# of Players	1	**Developer**	Capcom

URL: www.capcom.com

Star Wars Demolition

The long list of Star Wars games expands with Star Wars Demolition, a vehicular combat game where you'll square off against various types of Star Wars universe scum. SWD releases in the fall.

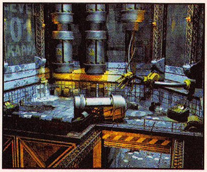




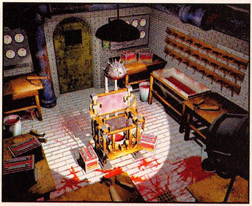
Theme	Action	**Publisher**	LucasArts
# of Players	1-2	**Developer**	Luxoflux

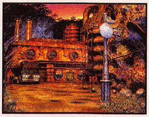
URL: www.lucasarts.com

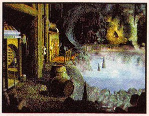
In Cold Blood



In Cold Blood is an espionage thriller set in the former Soviet Union. The story is unraveled by the main character, John Cord, but is told almost entirely (seven of the nine levels) in flashback. It's plotline includes betrayal, freedom, and all kinds of other intriguing espionage elements that were found in Metal Gear Solid. ICB is set for a fall release.



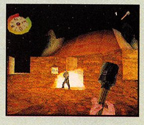


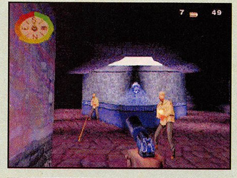


Theme Action **Publisher** TBA
# of Players 1 **Developer** Revolution
URL: www.revolution.co.uk

Medal of Honor Underground

In EA's sequel to the award-winning Medal of Honor, you'll play with Manon whose work in the French Resistance proved vital to your cause in the original. There's all kinds of new frills, while Gestapo thugs do their fascist best to stop you. MHU releases in fall 2000.

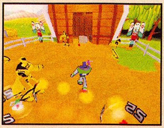




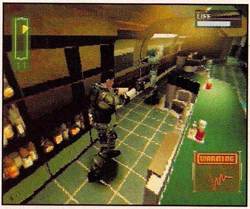
Theme Action **Publisher** Electronic Arts
# of Players 1-2 **Developer** DreamWorks
URL: www.ea.com

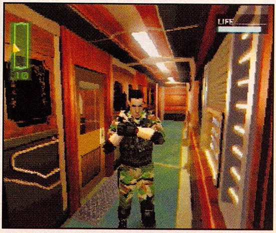
Buzz Lightyear of Star Command

Based on Disney/Pixar's upcoming animated television series, Buzz Lightyear of Star Command lets gamers take on the role of everyone's favorite intergalactic space hero. Battling Zurg's minions begins this fall.



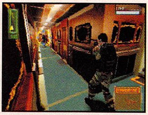
Theme Action **Publisher** Activision
# of Players 1 **Developer** Traveller's Tales
URL: www.activision.com

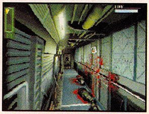




Covert Ops: Nuclear Dawn

Think Resident Evil meets Syphon Filter on a train. Covert Ops (originally known as Chase the Express) is the story of a NATO soldier attempting to thwart a terrorist group who've hijacked a high-speed military train en route to Paris. The claustrophobic setting makes for many a nail-biting moment as you try to avoid being detected by terrorists while working your way from car to car. Activision's bringing this high-speed action to North America in the summer of 2000.

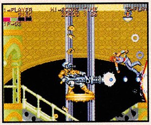


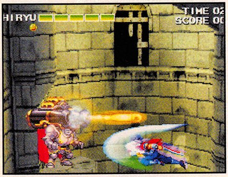


Theme Action **Publisher** Activision
# of Players 1 **Developer** Sugar & Rockets
URL: www.activision.com

Strider 2

Strider 2 brings all the action of the original into the new millennium with 3D backgrounds and some gorgeous, hand-drawn animation. Capcom also included the original arcade game. Strider 2 releases in May.

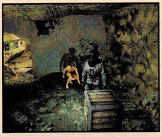




Theme Action **Publisher** Capcom
# of Players 1 **Developer** Capcom
URL: www.capcom.com

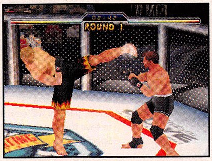
Planet of the Apes

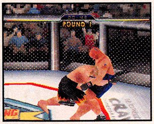
You might be thinking that this shot looks too nice for the PlayStation—and you're right. It's actually a PC screen, but we couldn't resist giving you a peek at this one. The story commences 1,000 years into the future. It's set to release this winter.



Theme Action **Publisher** Fox Interactive
# of Players 1 **Developer** Visiware Studios
URL: www.foxinteractive.com

Ultimate Fighting Championship



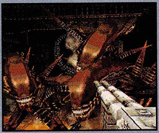


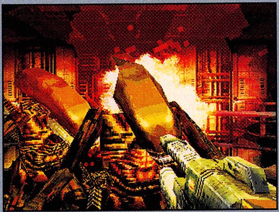
There's nothing like kicking someone in the jaw and being rewarded with applause. With Crave's Ultimate Fighting Championship, the "Olympics of martial arts fighting" will pit challengers against one another with the intent of serious ass kicking. There are 34 different styles to choose from including Jiu-jitsu, kick-boxing, Kul Sool Wan, Shootfighting, Kenpo, wrestling and a series of other styles that we wouldn't dare say aloud. Fighting virtuosos will be able to scrap using UFC rules in the fall.

Theme Fighting **Publisher** Crave
# of Players 1-2 **Developer** Opus
URL: www.cravegames.com

Alien Resurrection

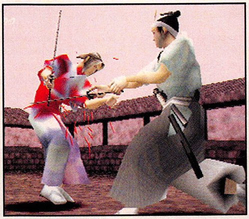
Inspired by the over-watched screen classic, you'll be in a race against time to eradicate aliens and stop Dr. Wren from returning alien specimens to earth. Alien Resurrection will release in spring.

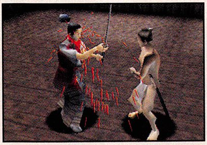




Theme Action **Publisher** Fox Interactive
# of Players 1 **Developer** Argonaut
URL: www.foxinteractive.com

Kengo: Master of Bushido

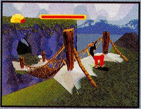


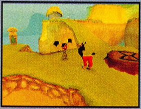


The third game in the Bushido Blade series is now under Crave's stewardship instead of Square's. It features a nifty "Samurai Reputation" system, based on your fighter's honor and technique. The sword-swinging bloodbath releases in August.

Theme Fighting **Publisher** Crave
# of Players 1-2 **Developer** Lightweight
URL: www.cravegames.com

Emporer's New Groove

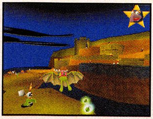


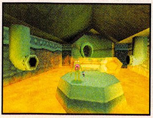


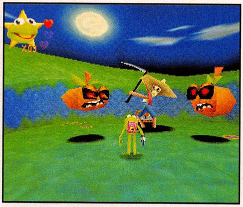
Disney's Emperor's New Groove is a 3D action/puzzle/platform game based on the feature animated film. Set in the fictional Inca kingdom, the game allows players to control Kuzco, an Incan ruler transformed into a llama. There are eight unique locales with over 30 levels. Set to release in December.

Theme Action	**Publisher** Sony CEA
# of Players 1	**Developer** Argonaut

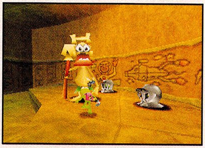
URL: www.playstation.com







Muppet Monster Adventure

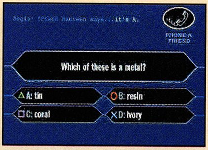


The Muppet Monster Adventure is a platformer for a younger PlayStation audience. Playing as Kermit's nephew, Robin, gamers will embark on a quest to save their uncle and other Muppets. Special powers let Robin transform into a gliding bat, a werewolf and other creatures. It releases in October.

Theme Action	**Publisher** Psygnosis
# of Players 1	**Developer** Magenta

URL: www.psygnosis.com

Who Wants to Be A Millionaire



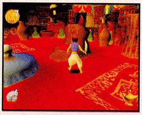
The hugely popular television show is hitting the consoles with a vengeance. The game features Regis Philbin and his trademark wit and attitude, duplicating the pressure and experience of the television show. It offers more than 600 mind-bending questions covering a variety of topics, and all three lifelines, just like the real thing. Releases in June.

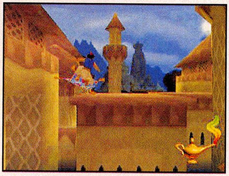
Theme Misc.	**Publisher** Sony CEA
# of Players 1-2	**Developer** Jellyvision

URL: www.playstation.com

Aladdin in Nasira's Revenge

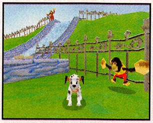
The popular animated series comes to life with the original cast of characters including Aladdin, Abu, Jasmine, Iago, Magic Carpet and Jafar. There are battles between good and evil and the colors are outstanding. Set to release in late August.

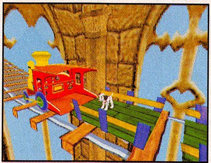




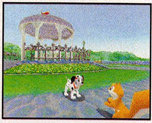
Theme Action	**Publisher** Sony CEA
# of Players 1	**Developer** Eurocom

URL: www.playstation.com





102 Dalmatians



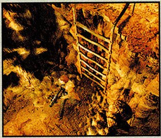
As if the classic movie and all the fancy remakes weren't enough, now we're welcomed to the Dalmatians world like never before. With the help of animal friends you'll have to rescue your puppy brothers and sisters from the mean-spirited clutches of Cruella De Vil and her army of pet-knapping toys. There are 20 levels, plus eight mini-games. Characters from the *102 Dalmatians* live action movie will also show up. The game will release in November.

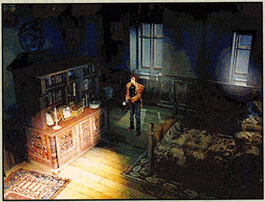
Theme Action	**Publisher** Eidos
# of Players 1	**Developer** Crystal Dynamics

URL: www.eidos.com

Alone in the Dark

The original survivor horror franchise (yes, it predates Resident Evil) continues with some real suspense and a whole lot of adventure. Players must lead Edward Carnby through a detailed and twisted nightmare. Ol' Edward is equipped with only a flashlight and pistol to start with. This doozy of a game is truly scary, and puts the fright back into survival horror.

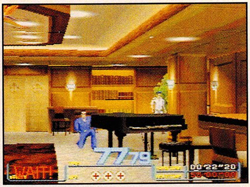




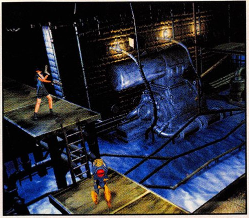
Theme Action	**Publisher** Infogrames
# of Players 1	**Developer** DarkWorks
URL: www.infogrames.net	

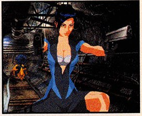
Time Crisis: Project Titan

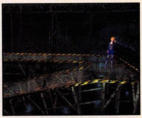
Namco's Time Crisis: Project Titan is like the original Time Crisis. Expect fully interactive environments, ultra-precise targeting courtesy of the GunCon, and a variety of locales. Beyond that, there's not much further information that's been released. Let's hope the furor about gun games dies down before this one releases in the fall. Otherwise ready your controller.

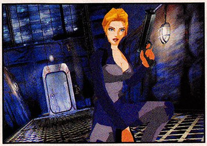


Theme Action	**Publisher** Namco
# of Players 1	**Developer** Namco
URL: www.namco.com	









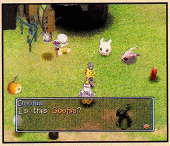
Theme Action	**Publisher** Eidos
# of Players 1	**Developer** Kronos
URL: www.eidos.com	

Fear Effect: Retro Helix

The prequel to Eidos' visually outstanding Fear Effect promises more eye candy, and the back stories of the three mercenaries in the original. It introduces Rain Qin, a close companion of Hana's, who will light the game on fire with her beauty. Features eight new unique locations and no load times, even after death.

Digimon World

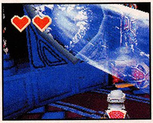
Could this finally be the PlayStation's answer to Pokémon? Umm...nope. Nothing can crush those annoying buggers! Either way, this one aims to please fans of monster collecting/breeding/fighting games. Do you have what it takes to be a true Digimon master? Well, do you?!

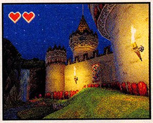


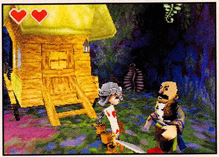
Theme Misc.	**Publisher** Bandai
# of Players 1-2	**Developer** Bandai Japan
URL: www.bandai.com	

Deuce

The evil Jack of Spades has kidnaped the members of the Royal Flush of Hearts, and to be a tad more dastardly releases a terrible dragon into the land. This makes Deuce, a Two of Hearts playing card, respond. With the help of two mentors, one wizard and one warrior, Deuce sets out on a personal odyssey where he improves his skills by learning magic and mastering combat, en route to saving the world from tyranny. One thing we know: there are secret levels to discover along the way.

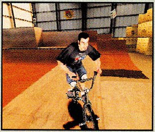




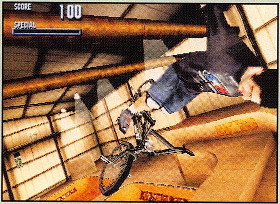


Theme Action	**Publisher** Midway
# of Players 1	**Developer** Midway
URL: www.midway.com	

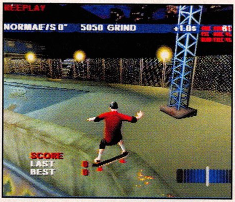
Mat Hoffman's Pro BMX



Extreme sports keep coming, and this one delivers an authentic freestyle biking experience using an enhanced Tony Hawk engine. There are hundreds of tricks, combinations and signature moves. It releases this fall.


SCORE
100
SPECIAL

Theme Sports **Publisher** Activision
# of Players 1-2 **Developer** Runecraft
URL: www.activision.com


FREEPLAY
NORMAL/FS 0"
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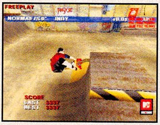
SCORE
LAST
BEST

FREEPLAY
5050 GRIND
SCORE
LAST
BEST

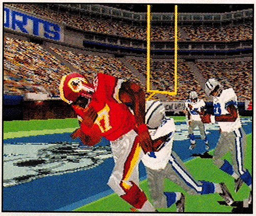

FREEPLAY
INDY
SCORE
LAST
BEST

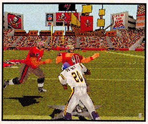
FREEPLAY
DOUBLE KICKFLIP
KICKFLIP + DOUBLE KICKFLIP
SCORE

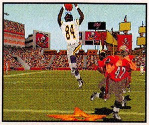
MTV Sports: Skateboarding

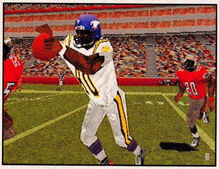
When it rains, it pours. MTV's jumped on the skateboarding bandwagon too. Here are the latest screens from THQ's vision of grinding and getting huge air. We're sure we'll see plenty of MTV hipness and attitude (though we're hoping for some stupidly profane Limp Bizkit videos). There's not much we know so far, but can any game really compete with the furor known as Tony Hawk's Pro Skater? We guess we'll sit back and see.

Theme Sports **Publisher** THQ
# of Players 1-2 **Developer** N/A
URL: www.thq.com









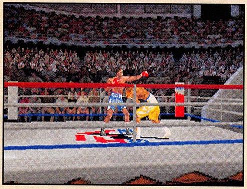
Theme Sports **Publisher** EA Sports
# of Players 1-8 **Developer** EA Sports
URL: www.easports.com

Madden NFL 2001

This year's Madden looks eerily like last year's, but not much should change after last year's brilliant success. There are now wristbands, visors and other player-specific physical additions. Madden 2001 also incorporates the new NFL Coaches Club license. Tradeable "Madden Cards" can be collected by performing tasks.

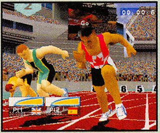
KnockOut Kings 2001

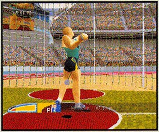
Last year's success features a new Dynamic Punch Control, allowing for limitless punch combinations. There's also has an enhanced career mode.



Theme Sports **Publisher** EA Sports
# of Players 1-2 **Developer** EA Sports
URL: www.easports.com

Sydney 2000

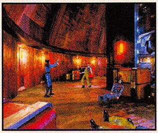




Athletic conditioning and media frenzy have both changed the landscape of the Olympics. In Sydney 2000 16 countries will be represented in 12 events, including the 100M, 110M hurdles, hammer throw, skeet shooting, diving, cycling and kayaking. The game is set to release in August.

Theme Sports **Publisher** Eidos
# of Players 1-8 **Developer** ATD
URL: www.eidos.com

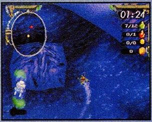
Martian Gothic



Martian Gothic is a 3D Adventure/Horror festival that follows the nightmare uncovered by three scientists sent by a cynical Earth Control as they assess the potentially disastrous situation on *Vita 1*. It releases in May.

Theme Action **Publisher** Take-Two
# of Players 1 **Developer** Creative Reality
URL: www.take2games.com

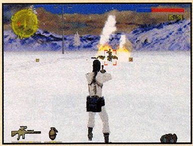
Lego Rock Raiders



Rock Raiders is a level-based, goal-oriented action/strategy game. Gamers must guide the Rock Raiders team through dangerous worlds. Charted to release in August.

Theme Action **Publisher** LEGO
# of Players 1-2 **Developer** LEGO Media
URL: www.LEGO.com

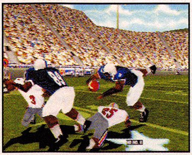
Spec Ops

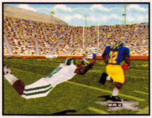


Your main objective in Spec Ops: Stealth Patrol is the same if you wage all-out war, or operate by stealth: control your team of Rangers and eliminate opponent targets while completing various seize, raid, and destroy missions and conduct counter-terrorist and reprisal attacks. There are five missions along with various sub-missions. Features a co-op split screen mode.

Theme Action **Publisher** Take-Two
# of Players 1-2 **Developer** Runecraft
URL: www.take2games.com

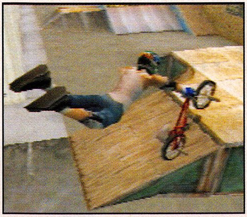
NCAA Football 2001

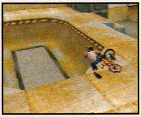


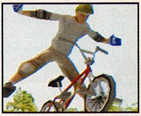


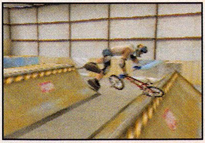
Last year's best college football game returns with a few new promises. This year there will be a deeper Dynasty Mode, including a championship series rating system and the addition of junior college transfer players. They've also promised an improved running game. Here's something that might be of interest: there will be All-American moves specific to each player's position. EA has also ramped up the defensive AI. If you're looking to make a run at the National Championship, and win the FedEx Orange Bowl in Miami, this is the game for it.

Theme Sports **Publisher** EA Sports
# of Players 1-8 **Developer** EA Sports
URL: www.easports.com







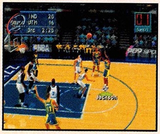


Theme Extreme Sports **Publisher** Acclaim
# of Players Multiple **Developer** Z-Axis
URL: www.acclaim.com

Dave Mirra Freestyle BMX

Freestyle BMX shows the aggressive sprit and tremendous energy of BMX riding and fits it in an accessible, trick-based game. There are 10 pros in the game that compete on 12 different tracks. Expect a release this holiday season.

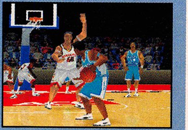
NBA ShootOut 2001



NBA ShootOut is targeted for a November release, which will be nice. New player models and star player animations have been added along with Touch Shooting and Touch Dribbling. Sounds neat.

Theme Sports	**Publisher** Sony CEA
# of Players 1-8	**Developer** 989 Sports
URL: www.playstation.com	

NCAA Final Four 2001

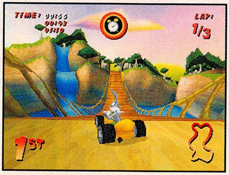


Every Division I conference and over 300 teams will try to cut down the nets in Final Four 2001. Now with 50 new mo-cap moves. Due out in November.

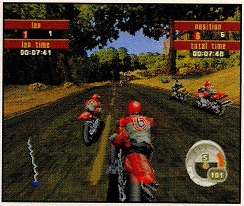
Theme Sports	**Publisher** Sony CEA
# of Players 1-8	**Developer** 989 Sports
URL: www.playstation.com	

Looney Tunes Racing

Just what the world needs…another cartoon racing game with silly power-ups. Fortunately, Looney Tunes manages to differentiate itself from games like Eidos' recent Disney racer in that it's filled with characters that you'd actually want to play as.



Theme Racing	**Publisher** Infogrames
# of Players 1-2	**Developer** Infogrames
URL: www.infogrames.net	



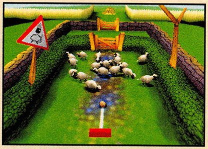
Test Drive Cycles

Boasting 35 licensed bikes, including Harley Davidsons (apparently a first in a home game) Test Drive Cycles tries to cover both sport bike and cruiser racing. As with all of the Test Drive titles, expect a lot of attention lavished on presentation and licensed rock n' roll. Watch out for the game on store shelves in a few months.

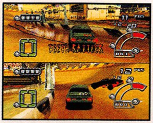
Theme Racing	**Publisher** Infogrames
# of Players 1-2	**Developer** Infogrames
URL: www.infogrames.net	

Breakout

Gaming history is dredged still further as Hasbro brings another update of a gaming classic. Much like the recently released Pong, Breakout takes the basic gameplay premise from the original and spruces it up with cartoon-like polygonal graphics and more original scenarios…like hitting sheep as seen in the screen shot here. You may think it's sacrilegious, but Hasbro seems to have gotten the hang of the balance between old and new now.

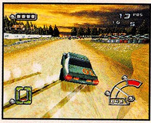


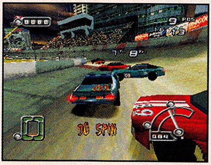
Theme Action	**Publisher** Hasbro
# of Players 1-2	**Developer** Hasbro
URL: www.hasbro.com	



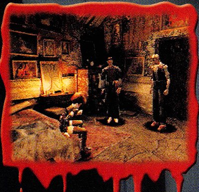
Destruction Derby Raw

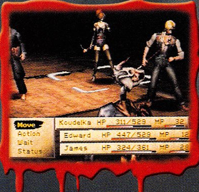
The big news? It's not just cars hitting each other any more…now there are WWF Wrestlers involved too. Look out for Bone Cruncher and The Undertaker behind the wheel of some of the 24 available cars. There will be 31 tracks to choose from in all, with more emphasis on the fantasy elements rather than the realism of previous DD games. Expect to see it in stores in August.





Theme Racing	**Publisher** Psygnosis
# of Players 1-4	**Developer** Studio 33
URL: www.psygnosis.com	





A gothic horror RPG set in the late 19th century.
An Epic tale of murder, mystery and mayhem.
And Koudelka, a troubled yet strong woman, determined to unravel it all.

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WWW.KOUDELKA-THEGAME.COM

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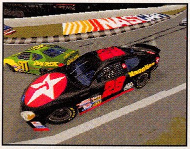
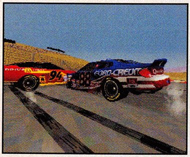
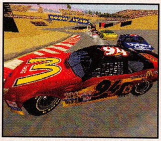
NASCAR 2001

If you think the last four words of the national anthem are "gentlemen start your engines" then this is the game for you. EA tells us this is a completely new game from the ground up with new graphics, new physics and all-new models. All the hot drivers are in there too…but it's mostly everyone from the 2000 game anyway.

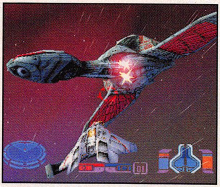


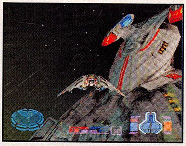


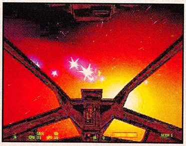


Star Trek Invasion

Our cover game from a couple of months ago is coming along very nicely. Developed by ex-members of the team that brought us Colony Wars, Invasion brings you dogfighting and space combat with all the Star Trek imagery you could possibly want. Trekkies will get a kick out of seeing the Enterprise D close up and battling with Romulans and Borg.



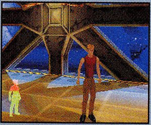


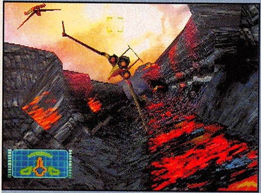


Theme Action **Publisher** Activision
# of Players 1-2 **Developer** Warthog
URL: www.activision.com

Titan AE

Get set to take control of one of the two main characters, Cale or Akima, in a hunt for the *Titan*, the ship holding the secret to the human race's salvation. TAE will release this fall.

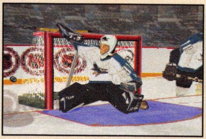




Theme Action **Publisher** Fox Interactive
# of Players 1 **Developer** Interactive Studios
URL: www.foxinteractive.com

NHL FaceOff 2001

Welcome the soon-to-be-hapless Minnesota Wild and the Columbus Blue Jackets to the NHL with FaceOff 2001. Last year's FaceOff toppled EA's as the best hockey game on the PSX. It now features four new play modes including Tournament, Shootout, Practice and Draft. Will 2001 add the spin move and shot blocking capabilities? Find out in September.

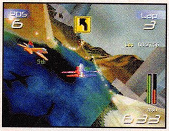


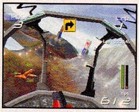
Theme Sports **Publisher** Sony CEA
# of Players 1-8 **Developer** 989 Sports
URL: www.playstation.com

NGen Racing

Infogrames' fact sheet about NGen has the cheek to quip that this is a kind of "Jet Turismo." Set in the future, blah, blah, global peace, blah, blah, blah, jet fighters used as ultra-sophisticated racing machines. There are some cool looking low-level environments to fly around, and some neato customizing options for the planes.

It's not all racing either…once you've mastered the controls, you can buy weapons and power-ups and blow the crap out of your buddies WipeOut style.





Theme Racing **Publisher** Infogrames
# of Players 1-2 **Developer** Curly Monsters
URL: www.infogrames.net

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When Chains of Oppression Cut
When Bitterness Stains the Land
When Hope Fades from Memory

Those Forced Outside the Law
Must Rise to Become Heroes.

TEEN
T
CONTENT RATED BY ESRB

PlayStation®

49/ 49
2
59/ 59
Die!
Aaahh!
39/ 46
4
89/ 84
Aaahh!
I don't normally hit girls!

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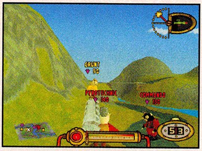
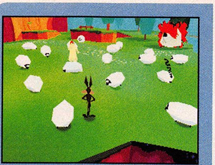


Hogs of War

Realtime strategy gaming with pigs instead of people. Arm your porkers with tanks, sniper rifles, madness gas and even jet-packs. Watch for it this summer.

Theme Strategy **Publisher** Infogrames
# of Players 1-2 **Developer** Infogrames
URL: www.infogrames.net



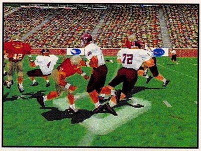
Sheep, Dog 'n Wolf

Ralph the Coyote (who?) and Sam the Sheep Dog battle for control of a flock of sheep, Looney Tunes style.

Theme Silly **Publisher** Infogrames
# of Players 1-2 **Developer** Infogrames
URL: www.infogrames.net

NCAA GameBreaker 2001

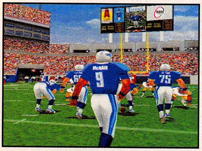
GameBreaker 2001 features 115 Division 1-A teams, 61 classic teams and legendary football announcer Keith Jackson. Available in August.



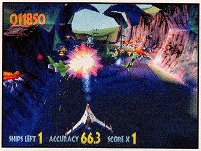
Theme Sports **Publisher** Sony CEA
# of Players 1-8 **Developer** 989 Sports
URL: www.playstation.com

NFL GameDay 2001

Player models are now scaled to actual height, weight and body style. But is the defensive AI fixed? Available in August.



Theme Sports **Publisher** Sony CEA
# of Players 1-8 **Developer** 989 Sports
URL: www.playstation.com



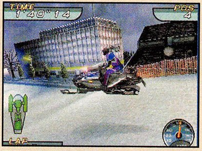
Galaga

Another old classic that didn't necessarily need remaking gets a remake. Same principle as all the others…take old gameplay and add groovy new graphics.

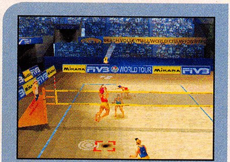
Theme Shooter **Publisher** Hasbro
# of Players 1-2 **Developer** Hasbro
URL: www.hasbro.com

Sno-Cross

Snowmobile racing with tons of modes, a track editor, a Yamaha snowmobile license and some groovy-looking graphics. Watch for it in August.



Theme Racing **Publisher** Crave
# of Players 1-2 **Developer** UDS
URL: www.cravegames.com



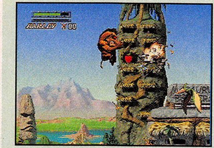
Volleyball
(working title)

Bet you can't guess what kind of game this is? An action sport that's oddly ignored when it comes to video games.

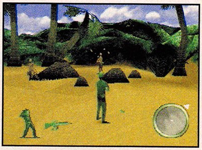
Theme Sports **Publisher** Infogrames
# of Players 1-4 **Developer** Carapace
URL: www.infogrames.net

Rampage Through Time

Think of this as "Rampage Party." Bash buildings and then play mini-games.



Theme Action **Publisher** Midway
# of Players 1-2 **Developer** Midway
URL: www.midway.com

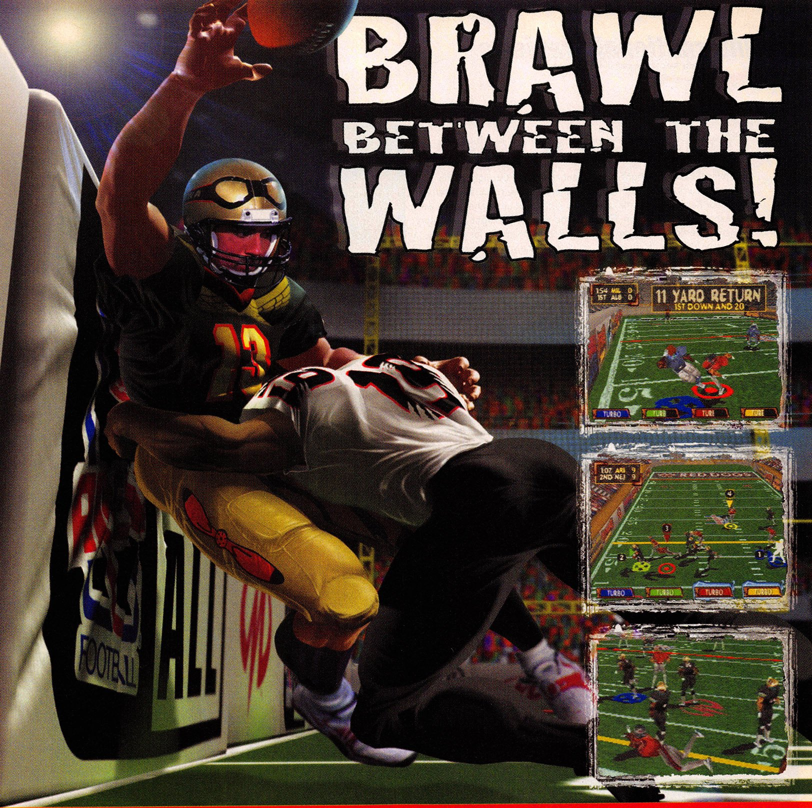


Army Men: World War

The Army Men franchise continues with World War, a game that's basically the sequel to last year's Army Men 3D. Little men blowing the poop out of each other.

Theme Action **Publisher** 3DO
# of Players 1-2 **Developer** 3DO
URL: www.armymen.com

BRAWL BETWEEN THE WALLS!



WARNING! This game contains graphic content not permitted in any other football video game.

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- -POWER UP MODE GETS YOUR TEAM "CHARGED-UP"
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MIDWAY
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TEEN
Mild Animated Violence
CONTENT RATED BY ESRB

PlayStation

ARENA FOOTBALL

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Final Fantasy IX Update

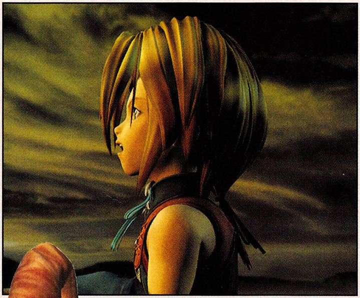
With Final Fantasy IX right around the corner in Japan, we've gotten our hands on some new screenshots and information. First off, here's the skinny on three of FFIX's main characters: Zidan is a carefree 16-year-old with a skill for thievery and an ability to charm women; Steiner is a knight from the royal family of the Alexandria kingdom; and Vivi is a young, weak dark mage.

As for the main theme of the game, Square has said that "the Crystal, which can be viewed as the origin, or starting point of the Final Fantasy series, will now be restored." Square also mentioned that FFIX will mark an end of an era in the Final Fantasy universe—most likely referring to the fact that future Final Fantasy games will be going online.

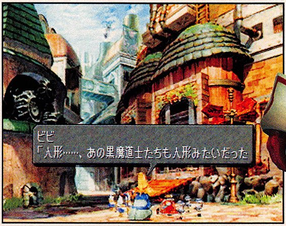
One of the more interesting aspects of Final Fantasy IX is that it'll allow the player to use different characters throughout the game. The true main character will be Zidan, but other characters will jump into the spotlight as the story centers on them. So for example, in one scene you'll play as a character being chased by a guard, but in the following scene you'll play as the guard that has taken up the chase.

Yoshitaka Amano, known for his artwork in Final Fantasys I through VI has returned to provide artwork for this ninth chapter. Moreover, despite previous rumors hinting otherwise, Nobuo Uematsu, who scored the soundtrack for the previous games in the series, will once again do the music honors.

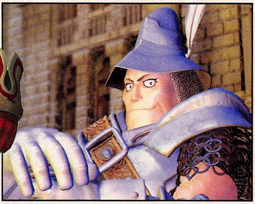
Final Fantasy IX is slated to release in Japan on July 19. Square promises a healthy 40 hours of gameplay. FFIX will also feature themes that'll be present in the Final Fantasy Movie.

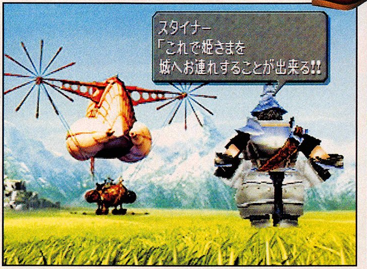


The character design in FFIX marks a return to the classic superdeformed look of past Final Fantasys.

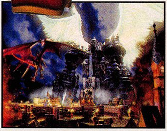


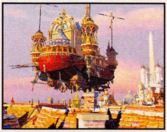
ビビ
「人形……、あの黒魔道士たちも人形みたいだった

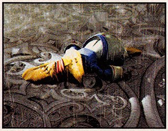




スタイナー
「これで姫さまを
城へお連れすることが出来る!!







HIRR, WHIRR
R, WHIRR, WH
WHIRR, WHIRR
R, WHIRR, W
WHIRR, WHIR
R, WHIRR, WH
WHIRR, WHIRR
RR, WHIRR, W
by now, you know the drill.

DEPTH
255
500
ft
TIME
0'07"21
RECORD
0'15"00

DEPTH
50
ft
RECORD
5000
ft
AIR
LEVEL
1

It's addictive. It's frenetic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drillin' there is no chillin'!

Mr. Driller™

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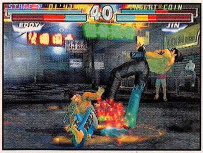
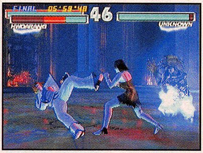
namco® Sega Dreamcast. GAME BOY COLOR EVERYONE E CONTENT RATED BY ESRB PlayStation

Theme: Fighting
# of Players: 1-4
Availability: Now (Japan)
Developer: Namco
Publisher: Namco
URL: www.namco.com

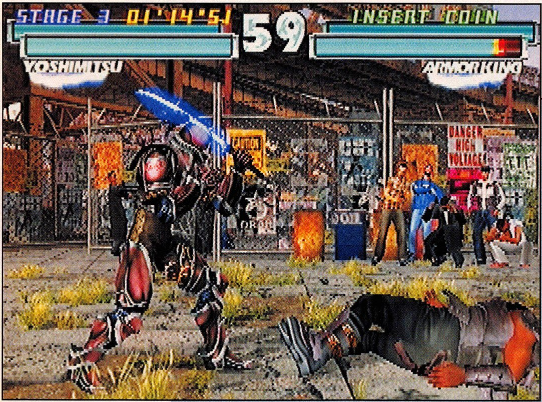

STAGE 2 01'43
40
INSERT COIN
EDDY
JIN

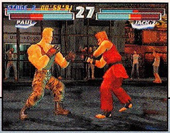

FINAL 05'58"48
46
HWOARANG
UNKNOWN

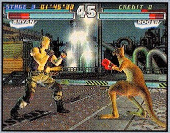
PS2

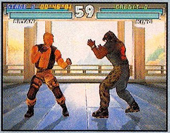
Tekken Tag Tournament

Classic Tekken gameplay with graphics to die for


STAGE 3 01'14"51
59
INSERT COIN
YOSHIMITSU
ARMORKING
DANGER HIGH VOLTAGE


27
PAUL
JACK


45
CREDIT 0
BRYAN
ROGER


59
CREDIT 0
BRYAN
KING

The character art is spectacular throughout. Roger the kangaroo (remember him?) looks almost photo-realistic, while Yoshimitsu's new armor makes him look like a real tough nut. As before each character has multiple outfits, and the animal/weird characters are all doubled up in their selection slots too (i.e. Roger the kangaroo and Alex the Dinosaur are alternate characters).

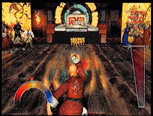
You'll read in some places, whether it's online or in various other magazines, that Tekken Tag Tournament is "a bit disappointing," or "not as much as we'd hoped for." After the hype, the gloss and the high expectations a lot of people seem to be turning their back on the game. Sure, it's not the huge technological jump that Soul Calibur was on the Dreamcast, but then the world has now had the chance to get used to the next generation of graphics from both Sega's box and the high-powered PC graphics cards out there. Take heed… Tekken Tag Tournament is a damn fine game. It *will* make your jaw drop, it *will* make you proud to own a PS2, and when it arrives with the launch of PS2 here in the States, it's sure to be a hit.

At its heart it's still the System 11 game that was released in arcades early last year and that, in turn, was basically Tekken 3 with a cool

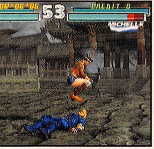
4 Fear not, the "real" sequel is on the way. Tekken 4 is in development now and will be out in 2001.

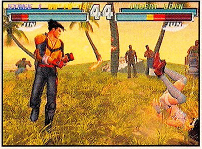
Tekken Bowl

TEKKEN BOWL TOURNAMENT

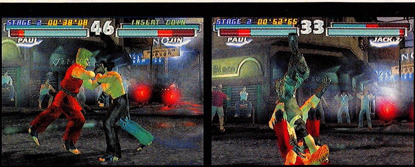


In Tekken 3 we had Tekken Force and that ridiculous beach ball game that people either loved or hated…and in Tag Tournament we get Tekken Bowl. Namco always adds cool features to their home conversions of arcade games, and this is certainly one of the most playable. Every character has different bowling abilities, the coolest of which is Jack who kicks into an infra-red Terminator mode as he analyzes the pins.





(From left to right) Eddie and Jin go to it in the cool street scene originally demo'd last March. Hwoarang fights it out with the final boss character known simply as Unknown. Michelle jumps on Paul's head. And finally, brother and sister kick the stuffing out of each other in one of the coolest looking fighting game environments ever seen. You have to see that grass to believe it.



Dancin' in the Streets

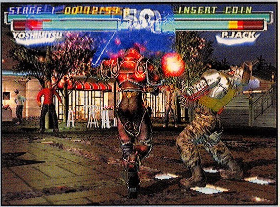
Of all the environments in Tekken Tag Tournament, by far one of the most impressive is the street scene. The neon lights reflect in puddles of water while street thugs wave their arms around looking faintly ridiculous in the background. The only weirdness is the "infinite arena" on which you seem to fight which is surrounded by finite boundaries.

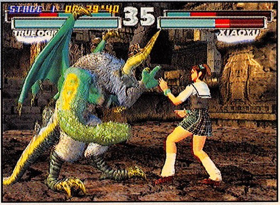
tagging system implemented. No, it isn't a radical departure or an innovative new way of playing fighting games, but it is Tekken.

If you haven't played the series in a while it'll take you some time to get back into the rhythm of playing with Paul, Jin, Kazuya and the boys again. And once you've re-adapted and come to grips with the simple tagging system, you'll feel right at home. Tekken has always "felt" just right…and this is no exception.

The obvious elements that everyone's going to get all gooey about are those new visuals. As you can see from the screens scattered across these pages, it looks an absolute beauty with both the backgrounds and the characters drawing suitably enthusiastic "oohs" and "ahhs" from even the most cynical gamers out there. The animation, as always in the Tekken series, is spectacular, but what particularly impresses is the sheer amount of detail on screen. As you're fighting in Jack's military base level, you can see guards patrolling the perimeter (and even other versions of Jack wandering about), in the street brawl, the neon lights reflect in the puddles on the floor…and yes, the level with all the grass really does look amazing. People watching the game felt moved to utter such ludicrous statements as "that's the best grass I've ever seen in a video game."

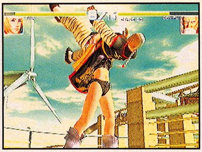
Prolonged play should prove to be fairly rewarding. There are a lot of characters to open up (every Tekken character ever is in there somewhere, along with one new one) as well as different endings for each character and even an extra mini-game (see Tekken Bowl sidebar below). If you're a fan, you're going to be able to sink a lot of time in the single-player game before you even think about challenging up to three friends at the Tag Battle mode for lengthy, into-the-night sessions of brawling. Let the cynics bitch about it… they'll be missing out on a classic.





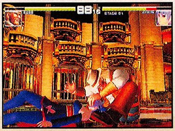
Theme: Fighting
# of Players: 1-2
Availability: Now (Japan)
Developer: Tecmo
Publisher: Tecmo
URL: www.tecmoinc.com

PS2



Dead or Alive 2

The bouncing babes come back for a second helping

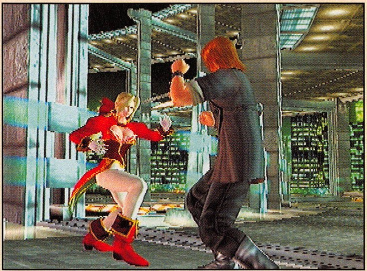


12 The number of fighters you start with is soon augmented with extra costumes as you progress.

Unlike Tekken Tag, the arenas in DoA2 are much more defined. There is a specific area in which you fight with boundaries that can be used tactically. In places you'll want to smash someone up against (or through) a nearby piece of scenery.

Fans of the original booby-bouncefest will no doubt be thrilled to hear that DoA2 is not only coming to PS2, but that it's also a significant improvement over the original AND it's slightly enhanced over the recently released Dreamcast game.

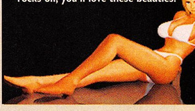
Those of you that didn't partake of Dead or Alive's considerable charms need to be filled in a little before we continue. Firstly, the fighting engine is about as close to Virtua Fighter as you're ever likely to see on a non-Sega console. Secondly, the original featured an almost comical reversal system that provoked a near dance-like charade of moves and counter moves that made your characters look like they were wrestling. Thirdly, and to some, most importantly, the first game featured a plethora of female fighters whose breasts seemed to defy the laws of physics as they jiggled and wobbled in a display designed to titillate even the most pathetic male libido.



DoA2 features all of the above. Some of the characters are different this time, the wobbly boobs are still present and the reversal system is still in there, but it has been refined considerably this time to make gameplay much more rewarding. The action is fast and makes use of the environments in a very different way from something like Tekken Tag Tournament. Here, you're able to use a wall or section of scenery to your tactical advantage (kicking someone repeatedly into a wall makes wearing them down easier than dancing around the level), and in some of the arenas you're even able to throw people off the edges to an area seemingly hundreds of feet below. The effect is quite stunning and adds a wonderful dynamic to what is otherwise a polished, but fairly typical 3D fighter.

Lovely Ladies

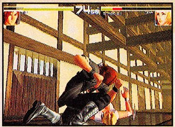
Tecmo has been keen to push the charms of the ladies in Dead or Alive 2…even going so far as to create a calendar. If rendered girlies get your rocks off, you'll love these beauties.

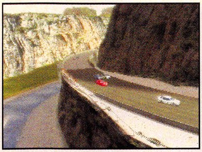


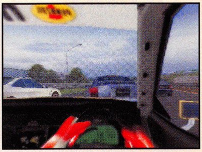
Dead Or Alive

The original Dead Or Alive was particularly well received, even if it didn't make much of an impact sales-wise. In the May 98 issue we gave it an impressive score of 4.5.

PlayStation
DEAD OR ALIVE
Martial Arts Fighter
TECMO





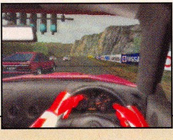


PS2

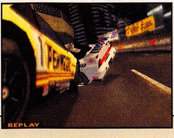
Theme: Racing
# of Players: 1-2
Availability: Now (Japan)
Developer: Escape
Publisher: Square EA
URL: www.squaresoft.com

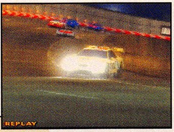
Driving Emotion Type-S

"S" stands for...Slippery?



The interiors of the cars are remarkably accurate. The tachometer and speedometer not only work properly, they're actually readable.





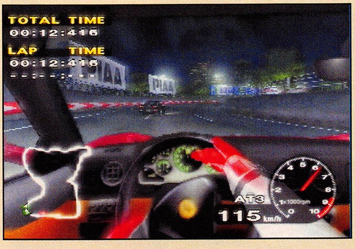
Ask anyone who's played Type-S for a few minutes to give you their opinions and you're more likely than not to hear something like, "Well, at least it *looks* good." You'll hear complaints about slippery physics, bouncing off walls and controls that are either too tight or not tight enough, depending on who you're talking to.

But ask anyone who's played Type-S for a few *hours* to give you their opinions and you're likely to hear a very different story. Granted, no one would claim that Type-S is the best racing game ever, but the game does boast some pretty strong features.

The garage is stocked with 40 well-chosen real-world vehicles; this may not seem like a tremendous amount when compared to today's top racers, but Type-S does one thing they don't: In this game, the interior of each and every car is painstakingly re-created for the first-person view. This view is simply amazing to watch: The dash reflects slightly off the windshield in the sun, all the dials and readouts work properly, the driver's hands turn the wheel accurately, and the whole perspective shifts slightly as you corner, giving a few crucial inches of peripheral vision. And the graphics elsewhere in the game are nice as well, though not quite up to the GT2000/Ridge Racer V standards.

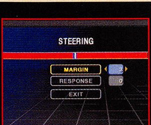
The driving engine, however... well, let's just call it an acquired taste. At first attempt it seems as though each of the seven courses is made entirely of ice; it's only after you learn the unique control scheme that you can begin to excel. It's not clear exactly why Escape chose to develop such a challenging engine. It might be said that it's for the sake of realism, but while some areas of the game certainly are hyper-realistic, others are clearly more fanciful. Perhaps the best explanation is to say that while in most driving games the player controls the car, in Type-S the player controls the *steering wheel*. This means the cars don't always do what you tell them to, or what you'd expect; inertia, friction and speed play a far more significant role than in most racers.

This makes Type-S one of the most challenging racers around, so that learning to drive well, S-Style, is a rewarding experience. Still, in its current incarnation the game may scare off more players than it will entice. It might be prudent for Square to include a more traditional challenge level before the game's release sometime this year.

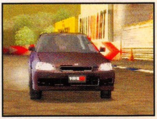


A Dirty Setup

While there's no way at present to make Type-S drive just like a more familiar racer, owners of the import version can make things a bit easier on yourselves. First, you'll want to go into the Options/Key Config menu and set up the analog control as shown; for some reason the default settings have a huge dead zone at the center position. Then, when beginning a race, set the Assist Level to "Assist." It's not perfect, but it's better than nothing.



STEERING
MARGIN 3
RESPONSE 0
EXIT

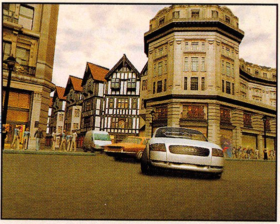


The Showroom Floor

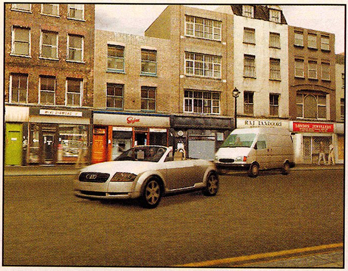
While 40 cars may seem paltry in comparison to GT2's near-600, the vehicles in Type-S seem carefully chosen for speed and variety, and the inclusion of rare treats like Ferraris and Porches makes the selection particularly attractive. Here's the complete list:

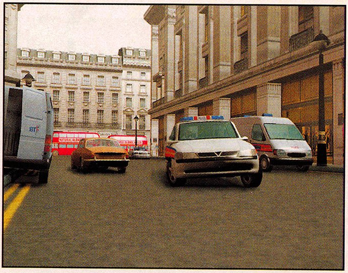
Alfa Romeo – GTV 3.0 V6 24V • **BMW** – 328 Ci • **Ferrari** – 360 Modena, F50 • **Honda** – Civic Type R, Integra Type R, NSX S Zero, Raybrig NSX (Racing), S2000 • **Mazda** – Eunos Roadster S, Special II, Roadster VS, RX-7 Type RS, Savanna RX-7 GT-X • **Mitsubishi** – FTO GP Version R, GTO, Twin Turbo, Lancer GSR Evolution VI, Lancer GSR Evolution VI (Racing), Pajero Super Exceed, Pajero Super Exceed (Racing) • **Nissan** – 180 SX Type X, Fairlady Z Version S 2 by 2, Pennzoil Nismo GTR , Primera, 2.0 Te-V, Silvia Spec-R, Skyline GT-R V-Spec • **Porsche** – 911 GT3, Boxter S • **Subaru** – Impreza WRX STi Version VI, Legacy Touring Wagon GT-B • **Toyota** – Altezza RS200 Z Edition, Castrol Supra (Racing), Celica GT-Four, Celica SS-II, Chaser Tourer V, Corolla Levin GTV, MR2 GT Turbo, MR-S S Edition, Sprinter Trueno GTV, Supra RZ • **TVR** – Griffith Blackpool B340

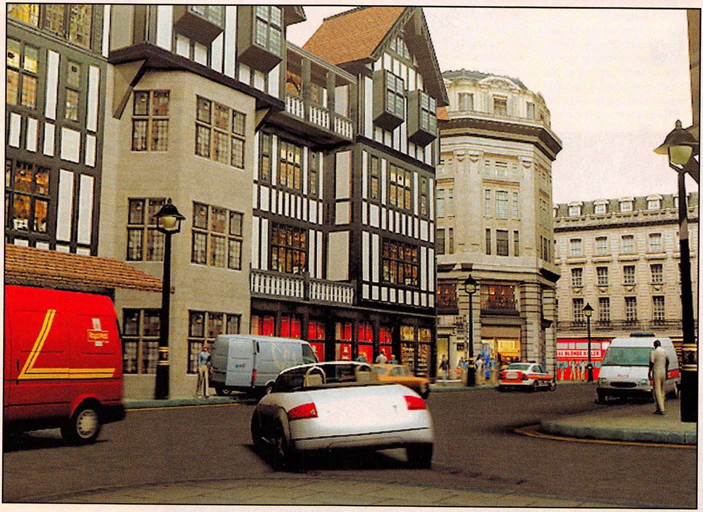
The Getaway



Developed by Studio Soho, a British team previously responsible for Total NBA, Rapid Racer, Porsche Challenge and Spice World, The Getaway certainly looks pretty incredible if these early screens are to be believed. Featuring very accurate modeling of central London, the game looks set to be a Driver or GTA-style action game. Note: you can drive *and* walk through these environments. Let's hope the final thing looks this great!

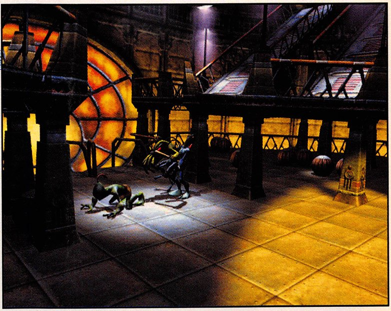


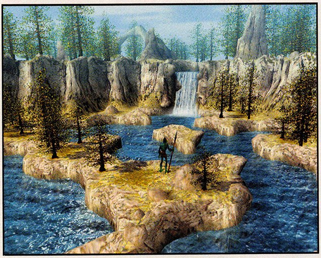


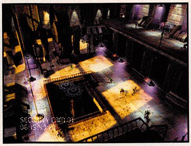


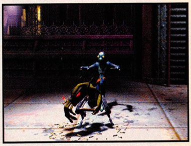
Oddworld: Munch's Oddysee

Oddworld Inhabitants continue to impress us with their vision when it comes to the Oddworld series, and Munch's really has to be seen to be believed. Much like its predecessors, the game is very much a character and language-based mystical adventure, but there are now some strategy elements to consider too. Watch for a huge feature on the game in the coming months.

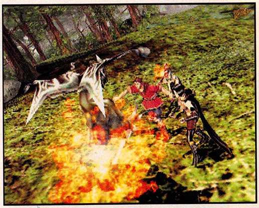


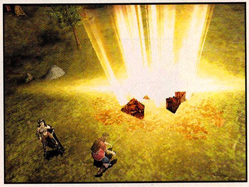




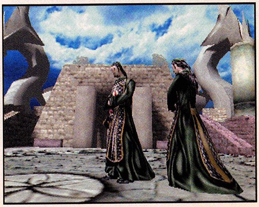


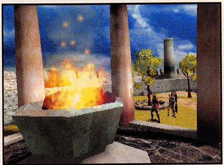
Summoner





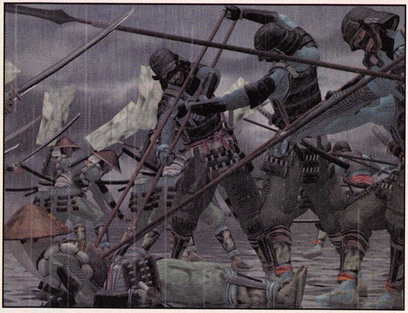
THQ recently announced that Summoner, a fantasy role-playing game from Volition (the developer of Descent: Freespace for the PC), will be coming to the PlayStation2. Taking you on a journey through the lost empire of Ikaemos, the island monastery of Iona, the forest labyrinth of Liangshan and other places with weird names, the game features plenty of monsters and reams of spells to learn. Watch for it this fall.

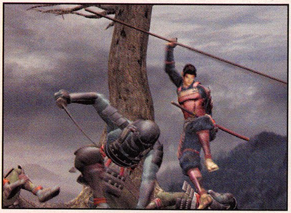


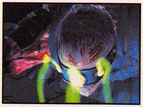


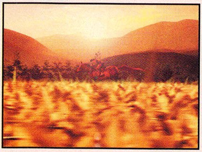
Ominusha: Warlords

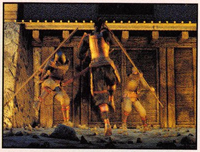
Looking set to be one of Capcom's biggest releases ever, Onimusha is one of those games that you're going to hear a lot about in the coming months. Set in civil war period Japan and featuring some stunning and realistic motion-captured graphics, it's yet another extremely stylish game for the system. The team responsible for piecing together this adventure/hack 'n' slash is made up of a number of the active imaginations that masterminded the original Resident Evil. Onimusha: Warlords will be out in Japan this summer (watch for a hands-on look at the game later this year) and our sources at Capcom have hinted that it could be out here before the end of the year.

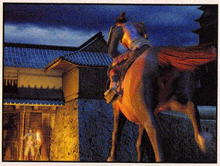




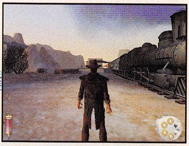




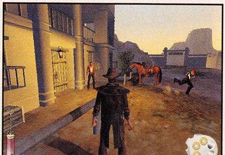




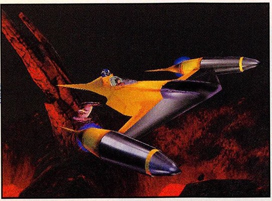
Gunslinger



Establish a reputation as either an outlaw or a hero in this cowboy shooter from Activision. Set for release next spring, the game brings hours of childhood play-acting into the living room. Kids don't want to run around with silly hats on firing cap-guns in the back garden any more. Do kids even play cowboys any more? No? Oh well. If you used to, this gives you a legitimate excuse to do it again, only without the embarrassment of looking silly. Apparently it's a veritable Maverick simulator with card games, gun fights, stagecoaches, horses and whores in big pantaloons.



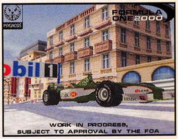
Star Wars: Episode 1 Starfighter



Some games have silly names that you'd never guess what they're about, while others are pretty damn straightforward. Star Wars. OK. Episode 1. Hmm, yeah. Starfighter. OK. LucasArts aren't messing around with the names. Expect huge space battles with all the Episode 1 goodness. Let's hope no one "accidentally" gets to blow stuff up and win the whole game with a misplaced button press. Because that would suck.

Formula 1 2000

Psygnosis hasn't announced much information about Formula 1 2000 yet, apart from to say that this is a serious attempt to win back the crown from Eidos and EA. In the early days of PlayStation, the Psygnosis F1 games were the best in town. No release date is set yet, but we do know that it's the 2000 season featured with all the new teams including Stewart Jaguar.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FORMULA ONE 2000
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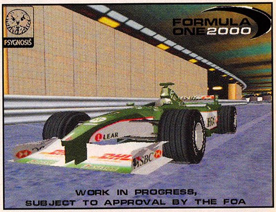
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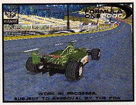
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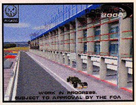
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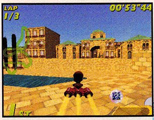
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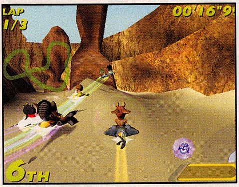
Star Wars: Super Bomabard Racing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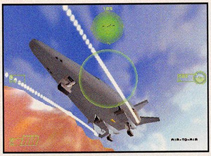
6TH

What, may we ask, does Bomabard mean? Not having an Episode 1 sourcebook on hand to check, what we can tell you (if you can't guess from the screen shots) is that this is an unusual departure for Star Wars games. Think of it as Star Wars Episode One Pod Kart or something. Cute, sort of super-deformed Star Wars characters crammed into tiny pod racers screaming through movie-inspired environs. Looks pretty cool to us. LucasArts lightens up.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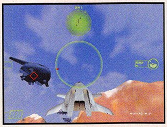
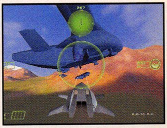
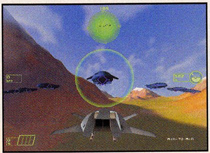
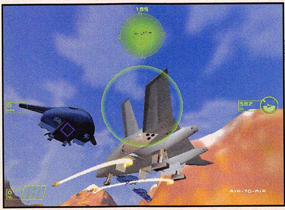
AIR-TO-AIR





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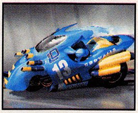
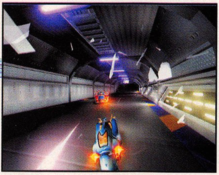
582
AIR-TO-AIR

Dropship

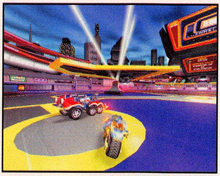
From the team at Psygnosis that brought us the distinctly average Blast Radius comes an unusual mix of space-to-ground bombardment, realtime strategy and flight-sim combat. You pilot a huge dropship (no...really?) that flies in, plops various craft into action and scoots off while a huge battle ensues. Kind of like an intergalactic driveby. Expect lots of big, good-looking explosions.



Motor Mayhem

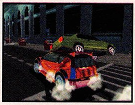


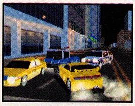
Despite having an officially crap name and an equally crap cliché premise "Earth 2166AD...blah, blah...World Vehicle Combat League...blah, blah... event of the century...blah, blah... Motor Mayhem" this has some huge potential. Apparently it's a vehicle combat game. Hats off to Infogrames for getting in on the game early and pre-empting any Twisted Metal fantasies from people who love the car combat genre. Little is known about the game yet, but Infogrames' press release took great pains to include phrases like "do you have what it takes to step in and kick some serious butt?" So we can all rest easy in our beds knowing that it's going to be a butt-kicking-fest. Watch for it in early 2001.

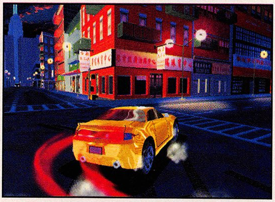


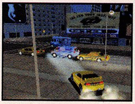
Midnight Club

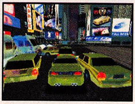
The eponymous "Midnight Club" is kinda like Fight Club for people who like driving fast instead of hitting each other. They meet at midnight (8 p.m. Club would be dumb) and drive souped-up cars around the city streets as fast as they possibly can. Apparently, this stuff happens for real in Tokyo. This isn't a Japanese-developed game though; it's coming from Rockstar Games and Angel Studios. Expect it around the U.S. launch.

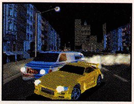


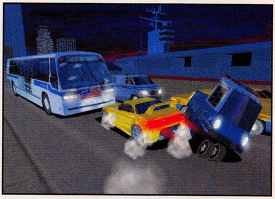


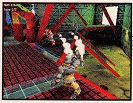






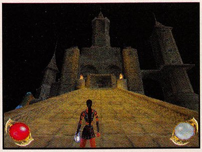


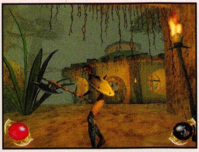


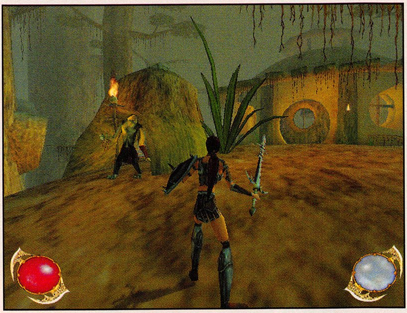


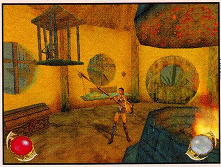
Oni

One of those games that made a lot of people go "ooh" and "ahhhh" when it was first announced for PC and Mac, Rockstar is now set to bring this 3D urban action game to PS2. The guys at developers Bungie describe it as a cross between *La Femme Nikita, Ghost in the Shell and Fists of Fury*. That sounds OK to us. Full of anime-inspired imagery and huge arsenals of spectacular weapons, this has all the makings of a big hit. Watch for it early next year.



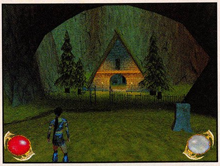


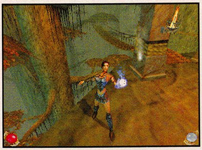


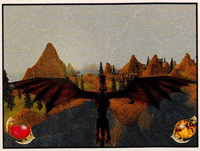


Drakan 2

Based on the popular PC game from Psygnosis, this is one of those games that may go through a bit of an identity crisis before seeing a release early next year. Sony (who own Psygnosis) and developers Surreal Software are keen to establish a new fantasy series on PS2 and as such don't want to kick things off with a sequel. Expect a name change and some tweaks to the dragons, magic and fantasy storyline over the coming months. It has to be said that the game looks stunning, and even more impressive than the heavily 3D accelerator card-dependent PC game. One to look forward to.

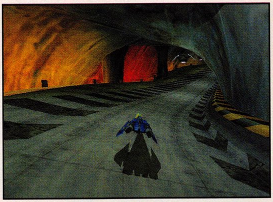


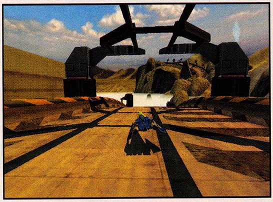


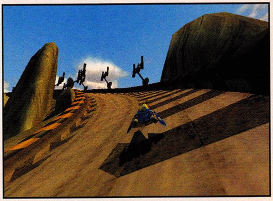


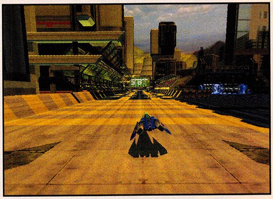
WipeOut Fusion

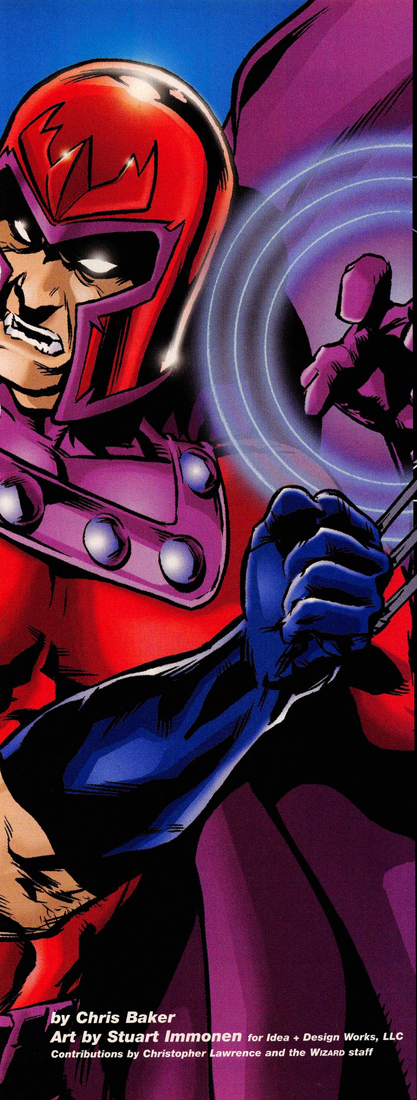
WipeOut shocked us all when PlayStation launched, and history looks set to repeat itself with WipeOut Fusion. Apparently it's blindlingly fast…and just look how far into the distance you can see. Nice one, Psygnosis.











The JOY of X

Sure there's a blockbuster movie due out this summer about the world's most popular team of superheroes—but that's only the beginning.

Imagine a superpowered version of yourself. You don't know how you got your unique enhancement—you were just born with it. Maybe you can fly. Maybe you have the strength of 10 men. Maybe you can fly and you have the strength of 10 men. Whatever your gift might be, though, there's no getting around one thing—you're a mutant...and the world hates you. Looks like you'd make a perfect addition to the X-Men.

If you're familiar with Marvel Comics' ultra-popular band of superheroes—mutants whose unique powers represent the next stage in human evolution—then you're no doubt aware by now that 2000 is the year to be an X-fan. But if you're not among the throngs who thrill to the adventures of Wolverine, Storm, Gambit and everyone else who resides at the Xavier Institute...let's just say there's a very good chance you soon will be.

This July the X-Men movie hits theaters across America, fueling the biggest hype machine for a superhero film since 1989's *Batman*. And with it, of course, comes all of the associated ballyhoo and marketing gimmicks—the toys, the T-shirts, the new animated series...you get the idea. Oh, yeah. And there just might be a new X-Men PlayStation game or two due out as well.

So, as part of that great American institution known as the media, we at *OPM* feel obligated to let you know what you're in for in the coming months. What's that? You say that a video game mag doesn't have what it takes to let you know all you could possibly want to about characters from a comic book? Fear not, true believer! We've teamed up with the fine people at *Wizard*: *The Comics Magazine* for the best info on the most popular superteam on the planet. 'Nuff said. For the next 12 pages, indulge yourself in the X-perience...

Excelsior!

by Chris Baker
Art by Stuart Immonen for Idea + Design Works, LLC
Contributions by Christopher Lawrence and the WIZARD staff

X-MEN
MUTANT ACADEMY

For years now, Capcom has utilized its Marvel license to create a solid line of fighting games which the company shows no signs of halting anytime soon. But they're about to get some competition. With all the ferocity of a Wolverine berserker rage, Activision—new possessors of a Marvel license itself—hopes to satiate the desires of this summer's mutant-hungry public by unleashing X-Men: Mutant Academy. And guess what? This isn't just some crappy movie tie-in.

Developed by Paradox, Mutant Academy's most immediately outstanding feature is its full 3D perspective—the first time the Marvel characters have ever been rendered in such a manner. Paradox believes the 3D advantage to be the main ingredient setting the game apart from standard Capcom fare. "The 3D quality of this game allows Paradox to get a more dynamic experience by making creative use of cameras," says associate producer Barclay Smith as he and his staff demonstrate the game exclusively for *OPM*. "We can show the action from various different angles. That is something a 2D game is incapable of simply because of memory limitations."

"There's always something fresh," adds lead designer Ben Kutcher. To prove his point, Kutcher initiates a special move by the character Gambit: The camera pans out and around so that—in addition to a staff to the gut of a laid-out Beast—we see a nicely illustrated portion of the Morlock Tunnel arena that could not be seen before. "We're still not quite finished with this level," continues Kutcher. "We're going to add some flowing water and maybe a few other effects as well."

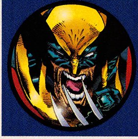
We see more examples of the "freshness" a 3D game can provide in diverse locales like the tropical, prehistoric-themed Savage Land and the snow-laden Department H of Canada. Still, some of the moves implemented by the characters prove just as impressive. "We're going for big superhero stuff here," explains Kutcher. "Superpowered moves... Aerial combat... This isn't a martial-arts-style fighting game."

And "superhero stuff" they're certainly delivering. With a cast including no less than 10 X-Men

WIZARD X-FACTS

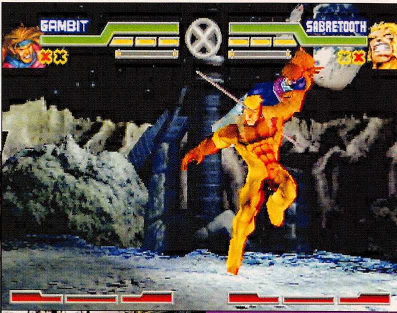
Of all the X-Men who have died in the line of duty, only Thunderbird and Cyclops have not come back (yet).

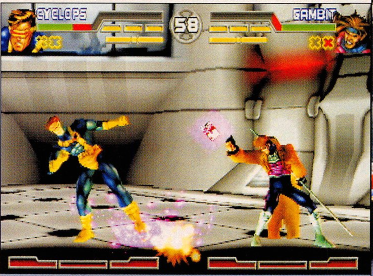
WOLVERINE



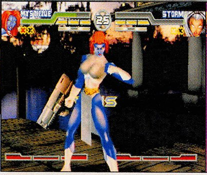
Name: Logan

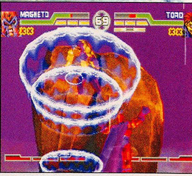
Bio: Though his true mutant powers include keen senses and quick healing, the animalistic Wolverine is best known for his unbreakable skeleton and retractable claws, both of which were laced with an indestructible alloy called adamantium during Canada's Weapon X project.





Within the confines of the Danger Room, Gambit sends a freshly charged batch of cards in Cyclops' direction. The game's Academy Mode takes place within the confines of this arena as Professor Xavier guides you to mutant power mastery.



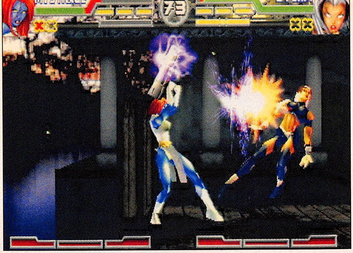


Fights with Magneto. Evil mutants turned good. Good mutants turned evil. TV movies that sucked. The X-Men have certainly had an interesting history. Thanks to *Wizard* for helping us highlight some of the more memorable moments.

July 1963 *X-Men* #1
First *X-Men* issue introducing Professor X, Magneto, Cyclops, Marvel Girl (Jean Grey), Angel, Iceman and Beast.

THE STRANGEST SUPER-HEROES OF ALL!
the X-MEN
FIRST ISSUE!

June 1971 *X-Men* #68
X-Men ceases printing new material in favor of reprinted stories. Marvel feels that although the book makes money, it's not enough to pay for new adventures.



and X-villains—Cyclops, Phoenix, Wolverine, Gambit, Beast, Storm, Magneto, Mystique, Sabretooth and Toad—a diverse assortment of superpowers is not hard to come by. Simple button combinations will result in the likes of optic blasts from Cyclops, lightning bolts and flight for Storm, or a flurry of charged cards from Gambit—Wolverine and Sabretooth can even rejuvenate lost power with their healing factors. And if a character's "super meter" reaches its max, the other had better watch out for a relentless barrage of an attack that can inflict terrible damage.

As of now the only notable power not included is the gun-wielding Mystique's shapeshifting ability. "We're still not sure if we'll do that yet," says Smith. "Even if she does morph into other characters, she can't use their powers. It's rather pointless in a fighting game."

But special moves aren't the only means by which Mutant Academy's fighters will express themselves. X-fanatics should be happy to know that the cast of the highly rated *X-Men* animated series of the 1990s (see page 96) has signed on to voice taunts and other sayings for their respective characters—

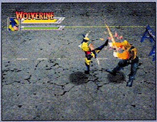
MAGNETO

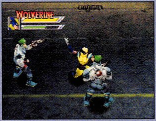
Name: Erik Magnus Lehnsherr

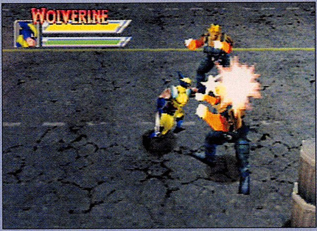
Bio: Magneto wants his fellow mutants to rule the world as its dominant species. His hatred of humanity began as he grew up enslaved at a Nazi concentration camp and, as his mutant power of magnetism developed, he turned his hatred toward the world by waging an evolutionary war.

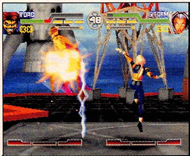
Back in Action

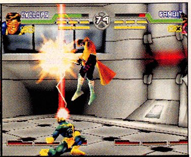
This fall, Activision plans to release the first-ever 3D X-Men action/adventure game. Developed by Matrix, X-Men: Mutant Wars features Wolverine and other yet-to-be-named X-Men in a quest that will pit them against the likes of Magneto, Sabretooth and Mystique. They'll have to use stealth and precise fighting technique to progress safely through 12 secret-filled environments in an attempt to free other X-Men from what Activision simply refers to as a "sinister plot." We should learn more about this one in the coming months.

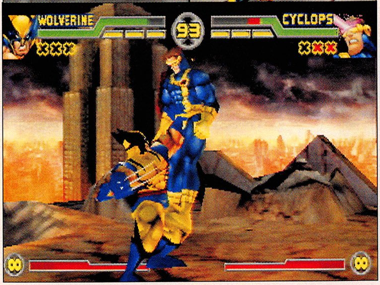












Mar. 1972 *Amazing Adventures* #11
Beast literally transforms into his codename testing an experimental serum on himself. It causes him to grow gray/blue fur and sharp teeth.

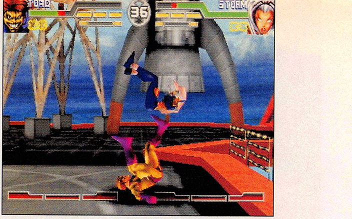
Sep. 1974 *Incredible Hulk* #181
That scrappy pug Wolverine hits the scene as comics' first Canadian superhero.

MARVEL COMICS GROUP
HULK

Apr. 1975 *Giant-Size X-Men* #1
Marvel relaunches the team with all-new X-Men who must rescue the original team from Krakoa the Living Island.

MARVEL COMICS GROUP
GIANT-SIZE
X-MEN

X-MEN
MUTANT ACADEMY



"However many voices that memory allows," says Smith. This selection of sound bites might also include special phrases for rival combatants like Wolverine and Sabretooth.

If the cast of characters in Mutant Academy rings a bell, there's a reason for that: With the exception of Beast and Gambit, all play a prominent role in this summer's 20th Century Fox *X-Men* film. To tie even more closely to the blockbuster, Paradox has added renditions of the characters in their leather movie fatigues as an unlockable bonus. As demonstrated before us, movie costumes are also available for the two X-Men missing in action from the film. Though Gambit's looks very distinguishable from his standard garb, the Beast shown before us only features a change in the color of his shorts—understandable since that's the extent of the furry blue genius' wardrobe. "It could be better," Smith laughs. "We've decided to turn Beast's second version into the Dark Beast [the evil Beast of an alternate universe] to make him look a little more different."

The game's action also echoes the movie's influence at some points, most notably by adding an elongated tongue for Toad. Which begs the question: What do these guys know about the movie that we the general public don't? "We've been given a few art assets with which to base our movie character models on," says Smith, " and our art director went to Canada where he got to see some of the set. With what we've seen so far, we feel good about the *X-Men* movie."

With the strong movie influence intact, some might wonder why everyone's favorite Southern belle of an X-Woman, Rogue, is not included. "We really wanted to include many other X-Men characters," explains Smith, "but since we can't put everyone in the game, we chose the set which we think best represents both the movie and the comic, while giving us the most variety of fighting styles and cool powers. Rogue would have been difficult to make distinctive, because she would have spent most of the game using other players' moves."

If the prospect of fighting as the X-Men in their movie duds isn't quite enough to inspire you to play through the game, you might want to know that there are other hidden treats in store for you as well. "There's a lot of potential for hidden rewards," says Activision producer Jay Halderman. "Lots of comic book art...maybe even the movie trailer. We're not entirely sure what we want to throw in there yet."

And what challenges must you conquer to attain these things, you ask? It depends on the route you take. Of course, there's the expected Arcade Mode, where you progressively guide your favorite hero or villain through fights against the other characters until a climactic battle with Magneto. If you're after the game's most hardcore secrets, you might want to try Survival Mode to see how far you can make it through the progression of adversaries on one life bar. And while there's not exactly any quest to fulfill in Versus Mode, you can still

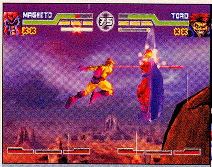
CYCLOPS

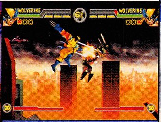
Name: Scott Summers

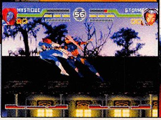
Bio: Cyclops wears a ruby-quartz visor to maintain the red energy bolts that would otherwise burst uncontrollably from his eyes. However, when acting as the X-Men's leader on the battlefield this powerful optic blast comes in very handy!

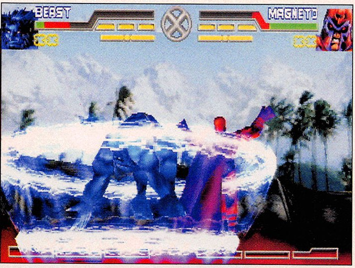
X-Men on PS2?

With the upcoming releases of X-Men: Mutant Academy and X-Men: Mutant Wars, Activision seems primed to give X-fans plenty of 3D action starring their favorite superheroes. But can we expect more for the PlayStation2? Activision won't confirm or deny anything regarding the subject, but does have this to offer: "We've got the X-Men license for three years," says Activision producer Jay Halderman. "We intend to use it."









Mutant Academy places a great emphasis on aerial combat. Characters with the ability to fly can hover, but the others can exchange ferocious blows up there just as easily!

June 1975 *X-Men* #94

Based on the astounding success of *Giant-Size* #1, the new X-Men take over the title with all-new adventures; only Cyclops remains from the original team to lead the rookies. Also of note, legendary X-writer Chris Claremont begins his 17-year association with Marvel's mutants.

Aug. 1976 *X-Men* #101

Feared dead in a space shuttle crash, Jean Grey gains upgraded powers and calls herself Phoenix.

June 1977 *Iron Fist* #14

Sabretooth hacks his way into existence, not even a glimmer in the X-Men's eyes for almost a decade.

Oct. 1977 *X-Men* #108

Artist/co-plotter John Byrne joins Claremont for a four-year run that many feel stands as the greatest X-era of all time.

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Lap 2
Cannon
985

POS 6
Lap 2
Autopilot Disengaging
Cannon
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POS 1
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POS 2
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POS 6
Cannon
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PlayStation
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pummel your best friend to a pulp. The game's most unique competition style, however—the one that gives it its name—is the Danger Room-based Academy Mode. "This mode ties the game in with the movie," explains Smith. "In it, Professor Xavier trains the player to be an effective mutant."

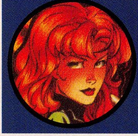
Whichever mode of play you prefer, rest assured that even if you're just an X-Men fan who may not necessarily be the greatest at fighting games, you still might stand a chance of going places. "We've gone out of our way to make the controls easy to manage," says Kutcher. "You never even have to use the [shoulder buttons]." But then again, dedicated fighting game fanatics should be happy as well: "There are still plenty of moves for the hardcore."

So does Activision have a Capcom killer on its hands? "Nah," scoffs Smith. "Our game is more of a new birth for the X-Men fighting genre than a killer of old-style titles. It's just a different approach."

WIZARD X-FACTS

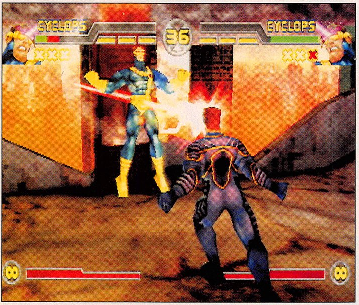
The first issue of X-Men cost 12 cents when it debuted in 1963. It's worth a bit more now, though: Got $6,000 on you?

PHOENIX

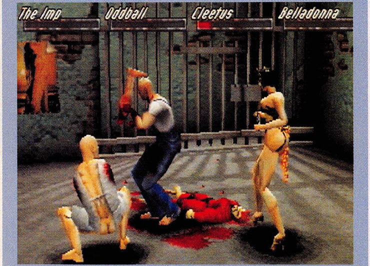


Name: Jean Grey-Summers

Bio: The wife of Cyclops uses telekinesis to move objects at a mere thought. Though her telepathic powers are considerably weaker than those of Professor Xavier, she is also capable of entering others' minds in order to speak with them.



The People Who Almost Brought You Thrill Kill



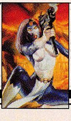
"No doubt about it." Ask any lead member of Paradox Development team if X-Men: Mutant Academy is the game they've most enjoyed putting together and that's the answer you'll most likely receive. Started in 1994 by president and CEO Christine Hsu, the Westlake Village, California-based company will have six games to its credit once Mutant Academy hits shelves this summer…well, almost.

In 1998, Paradox was preparing an ultra-gory four-player fighting game known as Thrill Kill for Virgin Interactive (oddly enough, it was based on what was originally intended to be a Mayan basketball-styled game spawned as a tie-in to a Saturday morning cartoon called EARTHMONSTER). But it wasn't that easy: By the time the game was ready for release Virgin had been acquired by Electronic Arts, which didn't feel that the title fit in with its culture. As a result, the completed Thrill Kill was never made available (except via the black market where it can still be found on the likes of eBay).

Paradox's first title to see the light of day was the 1995 Japan- and PC-only baseball simulation called Negotiball for Namco, with Blackthorne for 32X (Interplay, 1995) marking the company's American debut. Later releases included Shockwave Assault (Windows 95/Sega Saturn, EA, 1995) and last year's Wu-Tang Shaolin Style, based on the Thrill Kill engine and featuring similar play. The engine is used once more for Mutant Academy, which—with all the hype associated with X-Men this year—stands a very good chance of becoming a bestseller.

If such is the case, would the team be up for a Mutant Academy 2? Ask the question and—despite the 100-hour weeks they've endured at times in their current project's production—you'll get another common answer: "In a heartbeat."

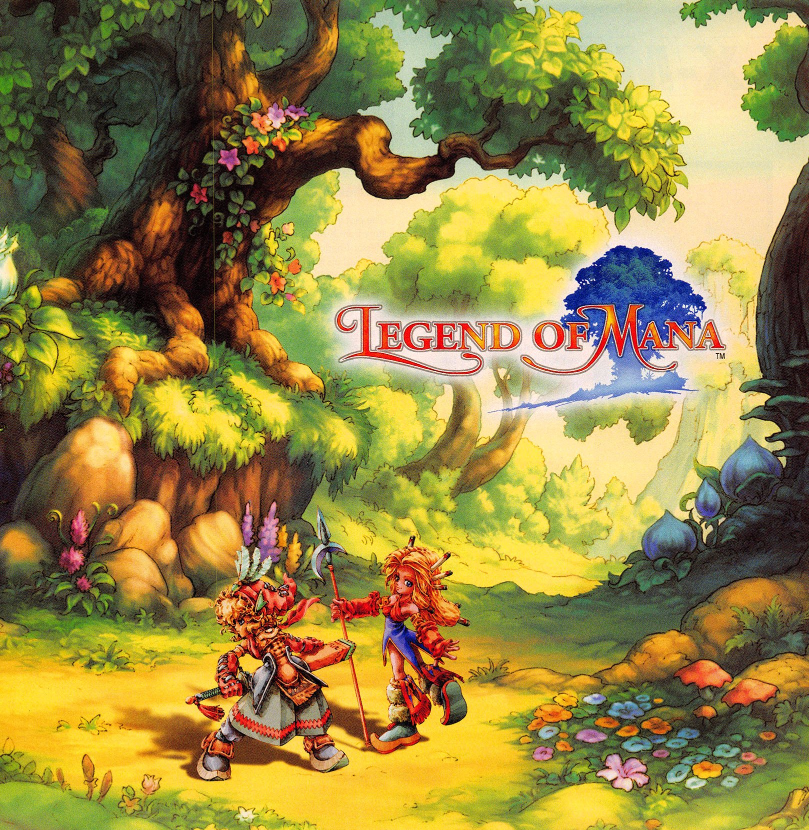
Apr. 1978 *Ms. Marvel* #18
Mystique debuts stalking Ms. Marvel.



July 1980 *X-Men* #137
Phoenix kills herself fearing her vast cosmic powers will cause her to destroy the universe. X-Men shoots to the top of the sales chart, where it would stay for 20 years (and counting).

THIS MARVEL COMIC COULD BE WORTH $2500 TO YOU!
SPECIAL DOUBLE-SIZE ISSUE
X-MEN
PHOENIX MUST DIE!

July 1981 *Avengers Annual* #10
Rogue makes her comics debut—as a villain!



Unlock the secrets within this long-lost place and time

Undine
SELECT Help
Mana

Recreate the world of Fa'Diel with powerful artifacts

100%
GoldenHarp

Explore and battle in this immense, unique land

Experience a story of incredible depth and flexibility

TEEN
T
CONTENT RATED BY ESRB

Mild Animated Violence
Suggestive Themes

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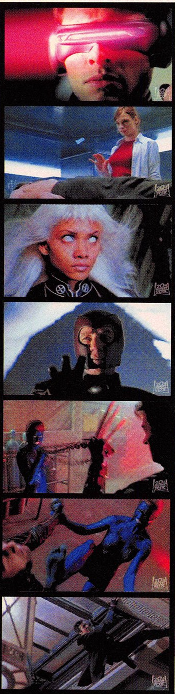
X-MEN
THE MOVIE

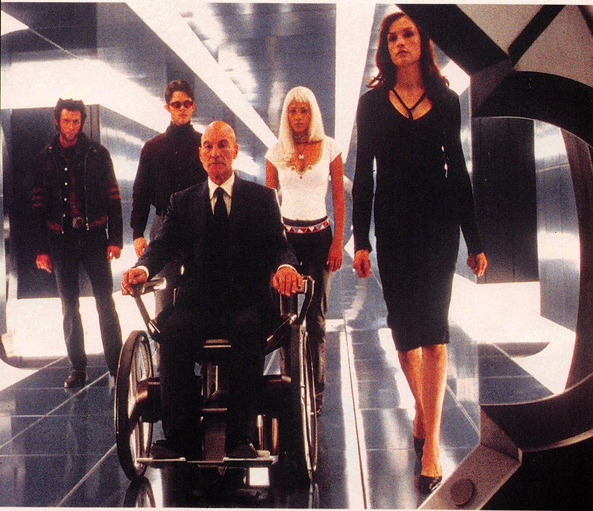


These images from the second X-Men trailer give us a taste of what these comic heroes and villains will look like on the big screen. From top to bottom: Cyclops, Jean Grey, Storm, Magneto, Mystique vs. Wolverine (twice) and Toad.

After years of rumors, shake-ups, and your typical Hollywood tomfoolery, 20th Century Fox is finally poised to bring the *X-Men* movie to a theater near you this July. With a healthy budget of $75 million, the studio has booked a cast as diverse as the band of mutants it portrays, ranging from established actors such as Patrick Stewart and Sir Ian McKellen to relative unknowns like Hugh Jackman. Meanwhile, director Bryan Singer—best known for *The Usual Suspects* and *Apt Pupil*—sits at the helm.

The plot in many ways resembles a story from X-Men comics: Professor Charles Xavier (Stewart) has trained his X-Men—Cyclops (James Marsden), Jean Grey (Famke Janssen), Rogue (Anna Paquin), Storm (Halle Berry) and Wolverine (Jackman)—to use their mutant powers for the good of a humanity that hates and fears them. Through the eyes of the newly recruited Rogue and Wolverine, we'll see first-hand just how hard adapting to the world around them can be. Meanwhile, Magneto (McKellen), the spiteful Master of Magnetism, leads his Brotherhood of Evil Mutants—Sabretooth (Tyler Mane), Mystique (Rebecca Romijn-Stamos) and Toad (Ray Park)—in preparation for the evolutionary war he believes to be at hand.

With its dazzling special effects and sequences that often echo the pages of X-Men artists like Jack Kirby and John Byrne, many cynical moviegoers might quickly dismiss X-Men as just another action flick. Singer is quick to disagree, however: "An action movie is a movie that's hinged upon a perpetual chase of some kind," he recently



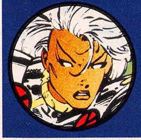
Jan. 1982 *New Mutants* #1
First X-spinoff title starring a younger crop of mutants to study under Prof. X's tuteledge.

July 1982 *Wolverine* (mini-series) #1
The most popular X-Man gets his own four-part solo series.

May 1983 *Uncanny X-Men* #171
Rogue sheds her villainous ways and joins the team for help in controlling her powers—much to the chagrin of her new teammates!

MARVEL COMICS GROUP
THE UNCANNY
X-MEN

STORM



Name: Ororo Munroe

Bio: A former thief in Africa, Storm was once worshiped as a goddess because of her ability to control the weather. Since joining Xavier's team of mutants, the Mistress of the Elements has proven herself as one of the most powerful mutants in the world.

told *Wizard*. "A film you go to see because you know there's action in it, but you expect nothing really emotional or character-oriented about it. This, I think, is more of a drama or adventure driven...but there's action in it. Plenty of action."

Fans of the comic should be happy to know that Singer and his production partners researched X-Men history heavily to ensure a synergy with its comic book basis. In other words, don't expect any major changes that might upset X-fanatics. However, a few slight modifications were implemented for the big screen. For instance, Cyclops is now younger than Jean Grey (supposedly adding another dimension to a possible love triangle between the two and Wolverine). Also, Toad—previously a dim-witted little guy who just jumped around a lot—seems to have been blessed with a greater deal of intelligence...not to mention a 12-foot tongue.

But the most obvious change comes in the way of costuming—the colorful costumes seen in the comics have been refined to an assortment of more believable ensembles, often compared to those seen in *The Matrix* last year. Or, in the case of Rebecca Romijn-Stamos' character Mystique, the clothing has been removed altogether in favor of 70 prosthetic scales, more conducive to her shapeshifting abilities. Also covered with blue body paint, the world-famous supermodel frequently endured an eight-hour costuming process. But she sure seems to think it was worth it: "I love the idea of playing a badass," she told X-fans around the world during a March 9 Yahoo! chat. "A glorious Smurf! An evil one."

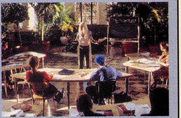
If *X-Men* is successful, moviegoers can definitely look forward to the possibility of sequels. According to *Wizard*, a trilogy of films is actually planned with the second and third installments due out in 2002 and 2004. "The villain in the sequel would be man," Singer told the magazine in reference to the general public and its support of the Sentinel program, an army of robots programmed to hunt down mutants. "Mankind."

The bottom line is that 20th Century Fox hopes to have a new franchise on its hands... And, with a legion of X-fans counting the days until July 14, it's safe to say that they're not the only ones.

Rumors X-posed!

As with any upcoming big-time blockbuster with a huge pre-established fan base, X-Men has its fair share of rumors floating around the Internet, mostly in regards to guest appearances by other unannounced X-Men. For instance, Coming Attractions by Corona (http://corona.bc.ca/films/) claims to have confirmed that Shawn Ashmore (Animorphs) will play a character named "Bobby"—but could this be Bobby Drake, known more fondly to X-fans as Iceman? The Internet Movie Database (www.imdb.com) certainly seems to think so. The site also goes so far as to list actors for Cannonball, Jubilee, Shadowcat and Colossus.

Whether or not any of these cameos will actually take place remains to be seen, but X-fans shouldn't be too surprised at appearances by other X-Men. "Let's put it this way," producer Avi Arad recently told Wizard. "There'll be some very pleasant surprises about...characters in the film. That's as much as I can say, but it will be something fans will love."



It's class time at the Xavier Institute. Could Storm be instructing some of the rumored guest mutants?

July 1983 *Uncanny X-Men #173*
Storm goes punk! After she takes a walk on the wild side in Japan, Storm dons tight leather and shaves her long, white hair into a mohawk!

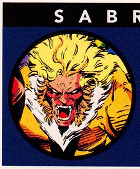
Oct. 1985 *Uncanny X-Men #200*
Professor X suffers a heart attack and Magneto agrees to guide the team while he recovers. (A frustrated Magneto will leave shortly thereafter while Xavier's recovery lasts 75 issues.)

Dec. 1985 *X-Factor #1*
Cyclops discovers his true love's alive and leaves his wife and kid. He reunites with Jean and the other original X-Men to form X-Factor, a team posing as mutant hunters who, in fact, find and protect mutants.

X-MEN
THE EVOLUTION OF X-GAMES

As you're probably aware, X-Men: Mutant Academy isn't exactly the first video game to star our genetically enhanced heroes—far from it. You may have thought it impossible, but we at OPM have taken a break from our PlayStations to take a look back at the broad history of console X-games. Some of the highlights (and we use that term loosely in cases like The Uncanny X-Men) are elaborated upon below.

SABRETOOTH



Name: Victor Creed

Bio: The ruthless Sabretooth shares much in common with Wolverine: heightened senses, a healing factor (though not as advanced), razor-sharp claws and an all-out feral nature. He was once believed to be the X-Man's father, and the two share a bitter hatred for one another.

The Uncanny X-Men
NES, LJN, 1989

If the first *X-Men* movie is anywhere near as "good" as the first X-Men game, don't count on any sequels. This insanely difficult overhead shooter included some of the NES's most plain graphics and characters who only seemed to resemble their comic book counterparts in uniform color. Fortunately, it got better.

X-Men
Arcade, Konami, 1992

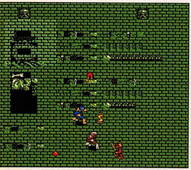
Sporting the same character lineup and animated feel of the failed 1989 *X-Men* animated pilot, Konami's six-player, two-screen arcade game featured the frantic jump-and-attack gameplay of the company's other arcade hits of the time, Teenage Mutant Ninja Turtles and The Simpsons. You also had an extra button for a devastating mutant power attack, the downside being a deterioration in health. Many will argue that this remains the most all-out fun X-Men game to this day. (Thanks to The Dazzler Database [www.geocities.com/dazzlerscans] for the screenshot.)

X-Men 2: Clone Wars
Sega Genesis, Sega, 1995

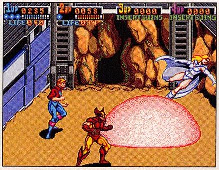
Unless you count Mojo World for the Game Gear (and really, who had a Game Gear?), X-Men 2 was the last action-based X-game released. (Yes, it's been five years!) Sure it was cool that you had six X-Men to choose from—bigger and nicer-looking than in the Genesis' original X-Men—but the game's highlight was being able to play as Magneto after you defeated him on Avalon. With his help, destroying the dreaded Phalanx was considerably easier (but still by no means a cinch).

Wolverine Goes Solo

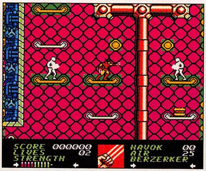
True loner (and downright popular X-Man) that he is, Wolverine had adventures of his own with the NES's Wolverine (LJN, 1991) and Wolverine: Adamantium Rage (Acclaim, 1994) on the SNES and Genesis. Each title featured X-Men cameos and the inevitable Sabretooth showdown, but neither was ever considered much more than an average platform game. The feral one also joined the Hulk, Spider-Man, Captain America and Iron Man for Capcom's Marvel Super Heroes in War of the Gems, a 1996 release that was also one of the final SNES games.



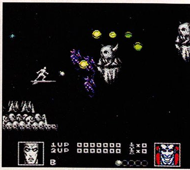
The Uncanny X-Men



X-Men (arcade)



Wolverine (NES)



Silver Surfer (NES)

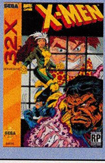
WIZARD X-FACTS

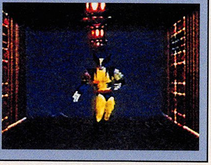
There have been a total of 37 members of the X-Men over the years. Of these, Archangel, Beast, Bishop, Colossus, Cyclops, Dazzler, Gambit, Havok, Iceman, Jean Grey, Magneto, Marrow, Nightcrawler, Professor X, Psyclocke, Rogue, Storm and Wolverine have played prominent roles in video games.

32X-Men?

X-Men
Sega 32X
Never Released

All we know about this never-released 32X game is what we can gather from this box and this E3 '95 screenshot. Your guess as to its gameplay is as good as ours.





Aug.1986 *Uncanny X-Men #210*
The "Mutant Massacre" storyline not only lives up to its name, but begins the annual crossover between all X-books.

Oct. 1986 *Uncanny X-Men #212*
Fans see Wolverine fight Sabretooth for the first time, though the pair reveal they've tussled many times before.

June 1990 *Uncanny X-Men #266*
Gambit makes his debut when he saves Storm from assassins.

X-Men 2: Clone Wars

Wolverine: Adamantium Rage

Sinister Vs. Surfer and Other Misplaced Villains

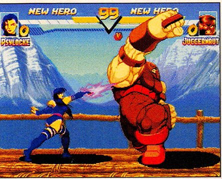
Though he has yet to appear in an X-Men game of any type, X-nemesis Mr. Sinister did play the main adversary in Arcadia Systems' 1990 NES release, Silver Surfer. As the shiny galactic hero himself, it was up to you to enter Sinister's Magik Domain and retrieve the Cosmic Device for Galactus. A year later, Data East's Captain America and the Avengers (arcade/Genesis/SNES/Game Boy/Game Gear) featured common X-Men foes like Sentinels and the Juggernaut in the team's quest to stop Red Skull.

Marvel-ous Brawls

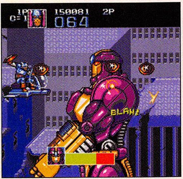
Since 1995 the X-Men and their foes have found themselves in no less than six fighting games by Capcom. Though their only true starring role was in 1995's X-Men: Children of the Atom (first in arcades, then ported to the PS and Saturn), they costarred with the Street Fighter clan in 1996's X-Men vs. Street Fighter and have played supporting roles in other similar Marvel games of the genre. And if you've read the pages before this, you know that Activision isn't going to let Capcom have all the fun—they'll release X-Men: Mutant Academy this summer.

WIZARD X-FACTS

They don't call him Professor for nothing. After entering college at 16 and earning his bachelor's in biology in two years, Charles Xavier went on to earn two master's degrees, two Ph.D.s and an M.D.



Marvel Super Heroes



Captain America & the Avengers

X-Men Gameography

CYCLOPS
APOCALYPSE

GAMBIT
58100
68
MEGAMAN
VENOM
37 HIT

The Uncanny X-Men
LJN, NES, 1989

Wolverine
LJN, NES, 1991

X-Men
Konami, arcade, 1992

Spider-Man/X-Men in Arcade's Revenge
LJN/Flying Edge, SNES/Genesis/Game Boy/Game Gear, 1992

X-Men
Sega, Genesis, 1993

X-Men
Sega, Game Gear, 1994

Wolverine: Adamantium Rage
Acclaim, SNES/Genesis, 1994

X-Men: Mutant Apocalypse
Capcom, SNES, 1994

X-Men 2: Clone Wars
Sega, Genesis, 1995

X-Men: Children of the Atom
Capcom, Arcade/Saturn/PS, 1995

Marvel Super Heroes
Capcom, Arcade/Saturn/PS, 1995

X-Men: GameMaster's Legacy
Sega, Game Gear, 1995

X-Men: Mojo World
Sega, Game Gear, 1996

Marvel Super Heroes in War of the Gems
Capcom, SNES, 1996

X-Men vs. Street Fighter
Capcom, Arcade/Saturn/PS, 1996

Marvel Super Heroes vs. Street Fighter
Capcom, Arcade/PS, 1997

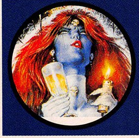
Marvel vs. Capcom: Clash of Super Heroes
Capcom, Arcade/PS Dreamcast, 1998

Marvel vs. Capcom 2: New Age of Super Heroes
Capcom, Arcade/PS/Dreamcast, 2000

X-Men: Mutant Academy
Activision, PS/N64/Game Boy Color, 2000

X-Men: Mutant Wars
Activision, PS, 2000

MYSTIQUE



Name: Raven Darkholme

Bio: Quite possibly the sexiest evil blue-skinned woman ever to walk the earth, Mystique's shapeshifting ability enables her to convincingly impersonate anyone. And if that's not enough, she carries a huge gun capable of blasting away even the most powerful foe!

Aug. 1991
Toy Biz releases first X-Men toy line.

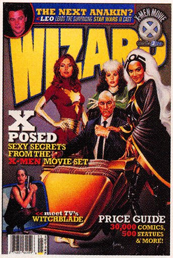
Aug. 1991 *X-Men #1*
The launch of a second X-Men title smashes sales records selling 8 million copies. The book also splits the squad in two: a Blue Team (in *X-Men*) and Gold Team (in *Uncanny X-Men*).

Oct. 1992
Fox Kids launches animated *X-Men* series on Saturday mornings to high ratings.

X-MEN

WHY THE X-MEN ARE COOL

Yep, the X-Men star in the best-selling comic book series of all time, even outselling the likes of Superman, Batman and Spider-Man. Ever wonder why? Here to fill us in is *Wizard*'s Christopher Lawrence.


THE NEXT ANAKIN?
LEO LEADS THE SURPRISING STAR WARS II CAST
X-MEN MOVIE
WIZARD
X
POSED
SEXY SECRETS FROM THE X-MEN MOVIE SET
meet TV's WITCHBLADE
PRICE GUIDE
30,000 COMICS, 500 STATUES & MORE!

Comic fans just can't get enough of the X-Men.

The gang from Charles Xavier's School for Gifted Youngsters has dominated the world of comicdom for almost two decades, setting and breaking sales records and topping the industry's best-seller lists time and time again.

But why? After all, the X-Men are geeks. Freaks of nature. Misfits shunned and spurned by society. Outcasts in a world where it seems the most important thing is fitting in.

Yet if they're such losers, why is Marvel's uncanny band of mutants so darn popular?

Well, they're geeks. Freaks of nature. Misfits shunned and spurned by society. Outcasts in a world where it seems...you get the idea.

The key to the unparalleled success of the X-Men lies in the very nature of the characters, in their ever-present angst and anxiety, their never-ending quest to belong.

Fans find it easy to sympathize with this group of heroes because, though they probably don't possess powers far beyond those of so-called "normal folk," everyone has—at one time or another—experienced the lost feeling of waking up one day and realizing they're not like everyone else.

"I think at every stage in a young person's life, they feel different, ostracized, special—sometimes in a good way, sometimes in a not-so-good way," says Bryan Singer, director of the *X-Men* movie. "I think that's a universal feeling that every young person has, no matter who they are—no matter how perfect an athlete, how wonderful looking they are. They feel that."

So do Marvel's mutants—men and women born with a genetic mutation, an "x-factor" that grants (or curses) them with extraordinary powers. Those abilities, which are manifested in subtle ways (like Wolverine's healing factor and enhanced senses) or in unmistakable mutations (Angel's wings, Nightcrawler's blue complexion), set them apart from the rest of humanity. And how do humans react to the X-Men? They fear and persecute them with the sort of irrational racist fervor that's long darkened the annals of history. Speaking out on behalf of mutantkind are Professor Charles Xavier and Magneto. They're two men, cut from similar cloth who opt to take opposing stands on the issue of human-mutant relations, according to Singer.

"They're like Martin Luther King and Malcolm X," he says. "There's always someone who says 'There cannot be conflict' and the other says, 'By any means necessary.'" It's Xavier's viewpoint, in fact, that endears the X-Men to their legions of fans. He instructs his students to set a positive example for both humanity and mutantkind, instilling the belief that harmony between *Homo sapiens* (us) and *Homo superior* (mutants) is attainable. As such, Xavier has molded his X-Men into a force for good, a band of reluctant superheroes who are prepared to give their lives to defend a world that hates and fears them.

X-Rated The 5 dirtiest X-Men quotes of all time

Those crazy *Wizard* people. Last year they gathered the top five quotes to appear in X-Men comics that—shall we say—could be easily misinterpreted when taken out of context. Read at your own risk.

5. "My telekinetic power is handling the load just fine."
-Phoenix, *The Uncanny X-Men* #127

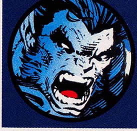
4. "Though we've never met until today, Professor, I willingly submit myself to your probe."
-Revanche, *X-Men* (vol. 2) #21

3. "And if you don't behave, I shall do the same to your mouth."
-Psylocke, *The Uncanny X-Men* #276

2. "Six X-Men in under 60 seconds…? To think I felt I'd past my prime several hundred years ago."
-Apocalypse, *The Uncanny X-Men* #295

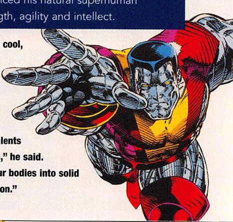
1. "Now as the rod begins to sag, maintain your balance…on one finger! Hold it!"
-Professor X, *The Uncanny X-Men* #1

BEAST



Name: Henry "Hank" McCoy

Bio: Previously a mere oversized human in appearance, Beast later attained his fur and bluish hue through a series of self-conducted experiments gone awry. On the plus side, however, the transformation advanced his natural superhuman strength, agility and intellect.



There's no denying that the X-Men are cool, but let's face it—the idea of people being born with mutant powers is a little far-fetched. Just to be sure we asked a geneticist, Dr. Deval Lashkari of Genometrix Inc. in The Woodlands, Texas. "We believe that many of our talents and abilities have genetic components," he said. "However, we won't be transmuting our bodies into solid organic steel like Colossus anytime soon."

Aug. 1993 *X-Men* #25

What a way to celebrate the X-Men's 30th birthday! A wounded Magneto rips Wolverine's adamantium out through his pores! Professor X flips out and mind-wipes Magneto into a vegetable. Colossus turns traitor and leaves with the comatose Magneto!

Jan. 1993 *X-Men* #30

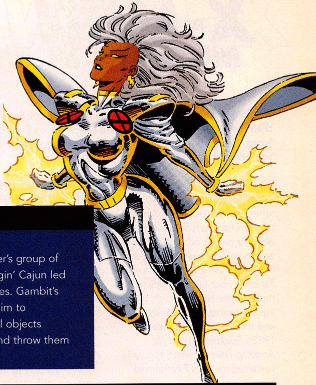
Cyclops finally marries Jean Grey!

Dec. 1994 *X-Men: Alpha*

"The Age of Apocalypse" storyline begins, featuring an alternate reality in which a young Xavier was killed and Magneto leads the X-Men.

WIZARD X-FACTS

Storm was once a minion of Dracula! After being bitten by the vampire, she was freed only after the X-Men killed him.



And they don't do it for the thrill. Not even for the glory.

They do it because they can. Because it's the right thing to do. "The great thing about the X-Men characters, as larger as life as they seem…is that, at the core, the essence of their characters is very specific," Singer says. "It doesn't mean they don't have extraordinary powers…but at the same time, they're still human beings. They're still mortals."

Just like us.

GAMBIT

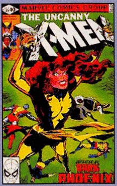
Name: Remy LeBeau

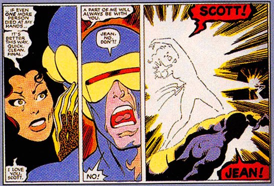
Bio: Before joining Xavier's group of mutants, the X-Men's ragin' Cajun led a clan of Louisiana thieves. Gambit's mutant power enables him to kinetically energize small objects (cards are his favorite) and throw them with explosive accuracy.

X-cellent Adventures

Last year, our good friends at Wizard counted down the top 10 X-Men stories in the team's history. Most are available in trade paperback form at any good bookstore, while others can only be found amongst the back issues at your local comic shop.

10. **"Hours & Minutes"** (The Uncanny X-Men #351, 1997)
9. **"Scarlet in Glory"** (The Uncanny X-Men #172-#173, 1983)
8. **"God Loves, Man Kills"** (God Loves, Man Kills graphic novel, 1982)
7. **"…Something Wicked This Way Comes!"** (The Uncanny X-Men #139-#140, 1980)
6. **"Magneto Triumphant!"** (The Uncanny X-Men #112-#113, 1978)
5. **"Wolverine Alone"** (The Uncanny X-Men #132-#133, 1980)
4. **"Beyond the Farthest Star"** (The Uncanny X-Men #162-#167, 1982)
3. **"There's Something Awful on Muir Island"** (The Uncanny X-Men #125-#128, 1979)
2. **"Days of Future Past"** (The Uncanny X-Men #141-#142, 1981)
1. **"The Dark Phoenix Saga"** (The Uncanny X-Men #134-#137, 1980)



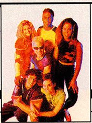

IF EVEN ONE MORE PERSON DIED AT MY HANDS... IT'S BETTER THIS WAY. QUICK. CLEAN. FINAL.
I LOVE YOU, SCOTT.
A PART OF ME WILL ALWAYS BE WITH YOU.
JEAN, NO, DON'T!
NO!
SCOTT!
JEAN!

In "The Dark Phoenix Saga," a masterpiece by legendary X-team Chris Claremont (writer) and John Byrne (artist/co-plotter), Jean Grey totally lost it. Well, not her exactly—more like the supernatural essence known as the Phoenix that she had bonded with to help save the universe months ago. Since then, however, a mutant telepath named Mastermind had infiltrated her mind, convincing her to become the Dark Queen of a corrupt group of mutants known as the Hellfire Club. Proving to be too much for Jean's conscience, the dark side of the Phoenix power awoke and led her down a path of insanity. After demonstrating her new evil nature to the X-Men, the Dark Phoenix used her power to annihilate an entire alien planet as well as a starship of the technologically advanced Shi'ar Empire. It took Professor Xavier's superior mental abilities to rejuvenate the good Jean Grey within and stop the Dark Phoenix once and for all.

But that was just the beginning. The Shi'ar were not about to simply forget about the horror the Dark Phoenix had distilled upon the galaxy, so Jean and the X-Men beside her soon partook in a trial by combat against the empire's finest warriors. During the battle, the Dark Phoenix's influence reappeared—but not before Jean could do something about it. Before the X-Men—including her lover, Cyclops—Jean committed suicide for the sake of the universe.

Even though Jean has since been resurrected, "The Dark Phoenix Saga" remains one of the most powerful, tragic stories ever to grace the pages of comic books.

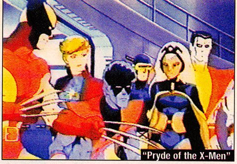
Feb. 1996
The "Generation X" TV movie appears on Fox, starring Marvel's teen mutant team. It gets an F.



June 1996 *Onslaught: X-Men*
Professor X transforms into the evil Onslaught! When he mindwiped Magneto, a fraction of the evil mutant's personality remained in Xavier's mind, ultimately snapping Xavier's psyche. He returns to normal two months later.

Jan. 2000 *X-Men #98*
Cyclops sacrifices his life In order to stop Apocalypse from ruling the world.

X-MEN
MUTANTS IN MOTION


"Pryde of the X-Men"

Just like any other popular comic book heroes out there, the X-Men and their foes have seen their fair share of activity on Saturday morning cartoons. Here are a few examples you might be familiar with...and some you probably aren't.

The Early Days

Before they were as popular as other Marvel heroes, the X-Men and related characters would occasionally take part in other series. A couple notable examples include Magneto's 1978 appearance on *The Fantastic Four* (a series which replaced the Human Torch with the equally awesome Herbie the Robot) and the X-Men themselves on 1982's *Spider-Man and His Amazing Friends,* which regularly costarred mutants Firestar and Iceman.

The Series That Didn't Make It

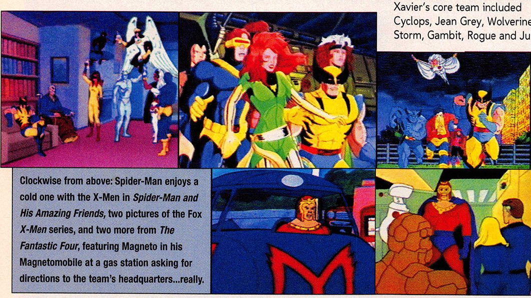
In 1989 NBC debuted "Pryde of the X-Men," the pilot for a new series featuring the team of Cyclops, Storm, Nightcrawler, Wolverine, Dazzler, Colossus and the newly recruited Kitty Pryde. Though its animation was above average for the time and the story moved along at a brisk pace, the introduction of the whole team as well as Magneto's Brotherhood of Mutant Terrorists proved to be a little too much to fully grasp for those unfamiliar with the X-Men. Perhaps more disturbing, the Canadian Wolverine spoke with an Australian accent and even referred to a villain as "dingo."

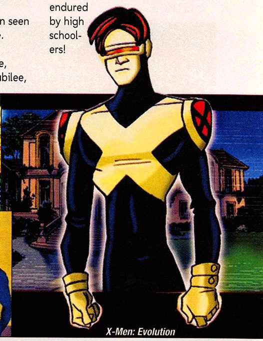
The One That Did

Riding on a surge of comic book popularity, in 1992 Fox debuted the first of what would become 76 *X-Men* episodes spanning five seasons. With a continuing story that developed throughout each episode and story arcs that often lasted a whole season, the new series brought along a sophistication seen in few animated series before. Xavier's core team included Cyclops, Jean Grey, Wolverine, Storm, Gambit, Rogue and Jubilee, with frequent guest appearances from other popular X-Men.

And There's More...

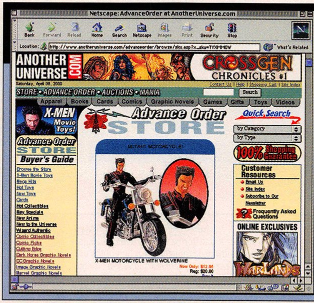
This fall, the Kids WB! is set to debut *X-Men: Evolution*, a new series set when the team's members were teens. Although Wolverine and Storm have reached adulthood, Cyclops, Rogue and Jean Grey must learn to live with their newly developed powers—not to mention the other difficulties endured by high schoolers!


Clockwise from above: Spider-Man enjoys a cold one with the X-Men in *Spider-Man and His Amazing Friends*, two pictures of the Fox *X-Men* series, and two more from *The Fantastic Four*, featuring Magneto in his Magnetomobile at a gas station asking for directions to the team's headquarters...really.


X-Men: Evolution

WIZARD X-FACTS

It's unknown how old Wolverine is, but he has been seen fighting alongside Captain America in Madripoor during World War II. It's believed his healing ability slows the aging process.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WARLANDS

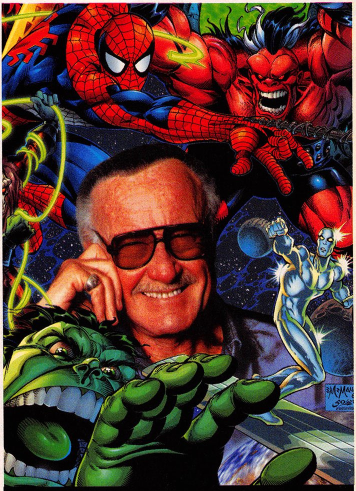
Toys For the X-Static

With a big-budget blockbuster like *X-Men* sure to tear up the box office charts this summer, a line of toys to complement the movie is a given. Though very few of these Toy Biz figures have been seen at press time, a few—namely, Wolverine and the Blackbird (the X-Men's advanced jet)—have leaked onto places like anotheruniverse.com. (We at *OPM* are most looking forward to the Mystique figure based on Rebecca Romijn-Stamos' character. It should, ahem, be fun to play with.)

X-MAN

AN INTERVIEW WITH STAN LEE

In the world of comics, there are few names as big as that of Stan Lee. Though he spent much of his life putting Marvel Comics on the map with creations like the X-Men and Spider-Man, he's busy these days working on material for his new website, www.stanlee.net. Fortunately for us, though, he was kind enough to take time out of his busy day to answer a few questions of ours over the phone.



As arguably the most important writer in comic book history, Stan Lee is responsible for creations like Spider-Man, Silver Surfer and the Incredible Hulk.

OPM: First we want to make sure we're talking to the real Stan Lee, not the Evil Clone from stanlee.net...

Stan Lee: No, actually this is the Evil Clone. You're in luck! The Evil Clone's much more fun.

OPM: Then who better to tell us about Stan Lee Media?

SL: Stan Lee Media is of course, the finest, most cultural website in the universe. What we're doing is basically what we did years ago at Marvel Comics—just establish a place that will have its own style of storytelling. So, I'm trying to create some new characters—superhero type, fantasy type—and even some little comedic interstitials that we can put on our website in a serial form. And we're doing them with animation rather than just still pictures. We're doing them with actors reading the roles rather than just dialogue balloons, so we think of them as "mini-movies." They're only about four minutes in length. We can make four minutes seem like an eternity.

OPM: And a great four-minute eternity it is. We saw that you have some video games attached to your "webisodes"...

SL: Yeah, that's for the "wait time" while you're waiting for your set to load. We don't want you to run away, so we give you something to do.

OPM: Do you know anything about other video games in general?

SL: You know, I really don't. I mean I know they exist, but that's about all. And nobody on Earth knows less about PlayStations than I do! (Laughs.) I just blew the whole interview!

OPM: Of course not! We've got plenty more questions for ya! For instance: How did you get started in the comics industry in the first place?

SL: We've gotta go back a few years... There was a job opening at a publishing company—I didn't even know they published comics. Went up there, found out they were comics—I figured, "Well, I'll hang around here for a few months, get some experience and then get into the real world." I'm still waiting to get the experience and join the real world.

OPM: We love the world that you're in now, though.

SL: Yeah, I'm gettin' to like it too.

OPM: Of course, you've created the Fantastic Four, Spider-Man, Hulk, Silver Surfer, Doctor Strange, the X-Men—forgive us if we left any out...

SL: You forgot the Iron Man! You forgot Sergeant Fury! What's the matter with you?! I'm hangin' up! (Laughs.)

OPM: How does it make you feel when people look at you and say, "I owe my interest in comics to this guy"?

SL: When Mel Brooks once pretended to be a 2000-year-old man, Carl Reiner asked him, "How did you feel when Joan of Arc was burnt at the stake?" And Mel Brooks said, "Terrible." It was very funny. So, it makes me feel "very nice." Truthfully, the main feeling is one of embarrassment. I mean, I've always figured there are people building bridges and discovering cures for illnesses and stuff, and I wrote a few damned little stories. What's the big deal?

OPM: Well, they're great stories...

> **"Scientists know better than to refute anything I say!"**

SL: I won't argue about that...I'm my biggest fan, I might add.

OPM: Where did your idea for the X-Men come from?

SL: Well, I wanted another team of heroes, and the biggest problem in this sort of thing is figuring out how they get their superpowers. And I was sick of thinking up new reasons so I took the cowardly way out—I figured all I've gotta do is say that they're mutants; they were born that way. That made it easy; I didn't have to explain anything.

OPM: Have you ever gotten any flack from scientists or anyone saying, "There's no way this could happen"?

SL: No, scientists know better than to ever refute anything I say (laughs).

OPM: Have you seen any more of the X-Men movie than the general public?

SL: No, I haven't—just saw the trailer the other day. I think it looks great! I'm sure everyone's going to want to go. I've got my fingers crossed—I hope it'll be a big hit!

OPM: One last thing: Tell us whatever's on your mind right now and end it with "true believer."

SL: I wonder when this damn interview will end, true believer! (Laughs loudly.)

OPM: That's exactly what we wanted to hear.

Reviews

The final word—official and unbiased

Meet the Critics

Chris Baker

Chris was so involved with his X-Men feature this month that he now speaks exclusively in obscure fanboy comic book language. Can someone please tell us just what "Excelsior!" means anyway?

Favorite Genres: Action, Adventure, RPG, Sports
Current Favorites: Mr. Driller, past X-Men games
Can't Wait For: Future X-Men games

John Davison

This month we "borrowed" the Editor in Chief of *Electronic Gaming Monthly* to help out on, well, a little bit of everything. He's English...so he talks funny and calls soccer "football."

Favorite Genres: Action, Racing, Fighting
Current Favorites: Tekken Tag, DOA2
Can't Wait For: The Getaway, GT2000, Drakan 2, Blood Omen 2

Andrew Pfister

box art not available

The "Pfist of Doom" made his mark by parachuting into the office...only to get stuck in the chimney for 11 hours. He survived by chomping on Hostess Ding Dongs, until Joe Rybicki finally discovered him.

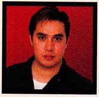
Favorite Genres: Fighting, Action
Current Favorites: Choaniki Great Brother
Can't Wait For: Choaniki Great Bother 2

Joe Rybicki

Hours in planes on his whirlwind world tour (well, the East and West Coast, anyway) left Joe with the mother of all head colds and lots and lots of tiny bags of peanuts.

Favorite Genres: Adventure, RPG, Puzzle
Current Favorites: Vagrant Story
Can't Wait For: The Getaway (holy crap, look at those screens!)

Gary Steinman



The taxman was good to Gary this year, giving him a healthy refund. But then the grumpy bastard blew the whole wad on a vat of cheap whiskey, a giant straw and a two-year dose of happy pills.

Favorite Genres: RPG, Adventure
Current Favorites: The Legend of Dragoon, Mr. Driller
Can't Wait For: Soul Reaver 2, Final Fantasy IX

Todd Zuniga

Todd's PS2 disappointment grew even stronger when he put two buttered slices of bread and a piece of American cheese in—and it didn't come out as grilled cheese.

Favorite Genres: Sports, Adventure
Current Favorites: Tony Hawk's Pro Skater
Can't Wait For: Tony Hawk's Pro Skater 2

Politically Correct Irony

by Todd Zuniga

Wal-Mart: that iconic symbol of rural mid-America. Situated over the heartland as consistently and irreverently as Waffle Houses. Go inside, have a pretzel, pick up bed sheets, travel-sized bottles of Pert Plus, a PlayStation game, a shotgun.

A shotgun? Sounds crazy in post-Columbine anti-gun happy America, doesn't it? What's next: arsenic flavored envelopes at the Post Office? The irony here isn't the potential for purchasing firearms at your local home-potpourri hub, but instead the trigger-infested PlayStation games they're not willing to sell at your neighborhood Wal-Mart.

If you need a quick Quake fix at midnight after your PlayStation has melted your original overplayed disc, scratch the all-night Wal-Mart off your list of potential suitors. Blow-'em-up, frenzied festivals of gaming gun violence don't fit into the puritanical Wal-Mart mission any more than toxic shots of mercury at your local brew pub.

Yet I have my suspicions as to why Wal-Mart insists on keeping games like Quake off their sales racks.

First of all, Wal-Mart sells guns for the sole purpose of hunting.

It's definitely noble to influence our youth to stray from summits of destruction, en route to encouraging a less sadistic version of humanity for the cartoon-blood-hungry assassins to be. But is that it at all? Is there something deeper?

The more likely answer doesn't seem to be an issue of morality at all, just simple Americanism...er, I mean capitalism. The unquenchable starry-eyed hunt for cash money.

The hardcore gaming contingent embrace game-buying as a conscious act of community, traveling to local retailers (Best Buy, EB, Babbage's, etc.) without a second thought given to game-thin Wal-Mart. All this while legitimately licensed firepower-hungry patrons know that it is the safest bet for loading up with the latest .22 or a double- barreled shotgun. Wal-Mart will sell guns because they're known for it, they'll profit from it. While a slim stock of games doesn't hurt the bottom line and they get to snub blood-gushing game titles.

What an unkind nuevo American Dream revealed to us via our trusted yarn and Cheetos vendor: irony.

The moral high road is often scarred with deeper agendas, and I think Wal-Mart can be heralded as no exception to the capitalistic rule. Selling guns will make them money. *Not* selling particular game titles will make them look heroic. So who's fooling whom?

Games Reviewed

Championship Bass	109
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Striker Pro 2000	109
Urban Chaos	106
Vagrant Story	100
Vanguard Bandits	104
WDW: Magical Racing	105
Wild Arms 2	102

Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○ We'd rather clean up Wolverine's bathroom than play this game.

●●○○○ Below average. There are fundamental flaws with this game; get something better.

●●●○○ A good title. It's a fun game with some flaws that can be overlooked.

●●●●○ Definitely a topnotch game. Very good and well worth your time.

●●●●● Fabulous! These are the games that really make you proud to own a PlayStation.

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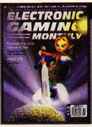
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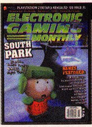
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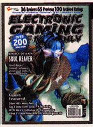
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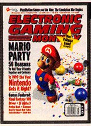
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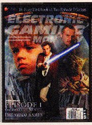
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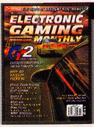
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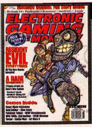
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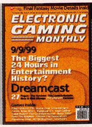
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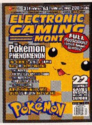
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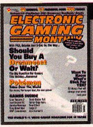
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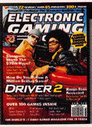
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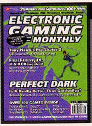
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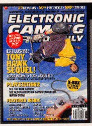
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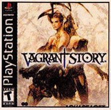
EVERYONE E CONTENT RATED BY ESRB



1 Player

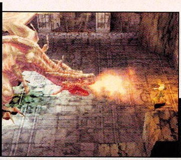
Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

Developer	Square
Publisher	Square EA
Genre	RPG

Vagrant Story



PlayStation

Good, but not earth-shaking

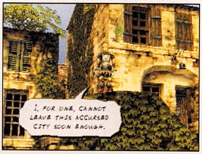
Before I actually got a chance to play Vagrant Story, I heard it described as a "medieval Metal Gear Solid." That sounded pretty neat. Unfortunately, it's nowhere near true. So if you, like me, were looking forward to stealth gameplay in a fantasy setting, well, you'll just have to keep looking.

A better description of the game would be to say it's a medieval Parasite Eve in 3D: You'll find a similar half-turn-based, half-real-time battle system, a similar weapon creation and upgrade system, and a similarly linear story. The 3D presentation does make for some innovation, but this comes mostly in the form of block puzzles and the occasional hidden area requiring a shift to first-person view to discover.

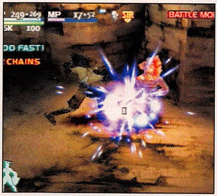
What Vagrant Story does have in common with MGS are the swept-back third-person view, blocky environments and exceptional cinemas. These story elements are where VS shines the most: Although there is sadly no voice acting, the writing and direction of the frequent cinemas are without peer—in fact, I have never seen text in a Japanese game translated so excellently.

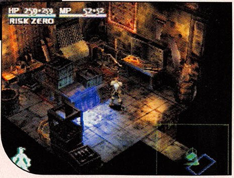
The chain-based combat system is interesting; it forces players to time button presses with incredible precision in order to build huge combos. But after a few hours of stringing together 10- to 15-string chains, the whole thing gets kind of monotonous, and the frustrating "Risk" system—which basically penalizes the player for fighting too much—forces you to do a lot of standing around in between battles. Slight adjustments (like a larger supply of Risk-reducing items) could have helped both these problems, but instead they stand out as sore points in what could have been a phenomenal game.

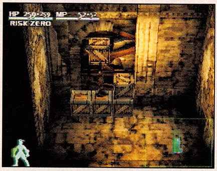
Other minor irritations exist, like the fact that the action can get blocked out by walls or obstacles in the tiny rooms, but they don't cripple the game. Instead, Vagrant Story proves to be a slight departure from run-of-the-mill RPGs—not extraordinary, but certainly above average. *—**Joe Rybicki***



The cinemas in Vagrant Story are characterized by wonderfully dramatic camera angles, extraordinary animation, and matchless writing (above).







Two less-usual elements of Vagrant Story: the frequent block puzzles (left) and the Workshop (above), where Ashley can combine Blades, Grips and Gems to create new, specialized weapons. Switching weapons frequently to adjust to new enemies is absolutely essential.

Box Score

Pros

- Exceptional writing and cinemas
- Excellent graphics
- Unusual battle system

Cons

- Chain-based battle system gets monotonous
- Clumsy "Risk" system
- Tiny environments

"Vagrant Story proves to be a slight departure from run-of-the-mill RPGs—not extraordinary, but certainly above average."

Official U.S. PlayStation Magazine

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Rating

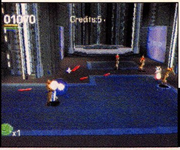
TEEN T CONTENT RATED BY ESRB

STAR WARS
EPISODE I
JEDI POWER BATTLES
PlayStation

1~2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	LucasArts
Publisher	LucasArts
Genre	Action

Jedi Power Battles



PlayStation

Surprise! Another mediocre Star Wars game!

Why is it that a phenomenal franchise like the Star Wars universe can't seem to generate anything but mediocre games on the PlayStation? I was hoping that this action-oriented adaptation of the Episode I adventure game might break this depressing trend, but no such luck.

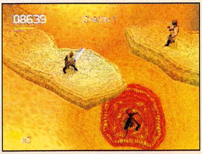
For the first couple levels or so, Jedi Power Battles is nicely entertaining. The stripped-down hack-and-slash gameplay evokes memories of some of the best lightsaber battles of the films. But continue trudging through the game and you'll start to notice a number of irritating—and soon, infuriating—glitches, errors, and oddities.

First off, the control leaves a bit to be desired: While running, your Jedi must make a large circle to reverse direction, for example, which makes tight maneuvering an extremely tedious process. Jumping is often hit-or-miss, as well, causing characters to flub easy leaps and—get this—sometimes fall straight through the target platform! (Can we get some collision detection, folks?)

Then we have the consistency issue: These are Jedi, right? Using lightsabers, right? The same weapon that can puncture a solid blast door? Why is it, then, that you end up going a number of rounds with simple Battle Droids? What are these things made of?! (Oh, and while we're on the subject, it also should be noted that Battle Droids make up about 95 percent of the game's enemies. Whee.)

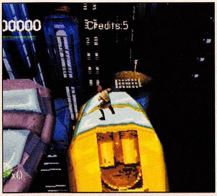
Don't get me wrong; the game's not flat-out awful. But it does exhibit the kind of ham-fisted design that plagues Star Wars console titles. It makes me wish LucasArts would buy solid, tested game engines (preferably ones designed by folks who understand that if you're going to force the player to scale a wall of ledges, you'd better make jumping damned precise!) and repurpose them for the franchise.

The game's an easy rental, if for nothing other than the Gauntlet-esque two-player mode, but I'd wait for the price to come down before buying. *—Joe Rybicki*



While the game follows loosely the events of EPISODE I, there are a few nods to the films that came before—er, after—oh, you know what I mean (above).

01939
Credits:6
+150
x1



01070
Credits:3
x0

01586
Credits:6
+100
x0

Along the way to battling Darth Maul (above), you'll pilot a STAP (left), hitch a ride or two in Coruscant (top) and generally wreak havoc across the galaxy.

Box Score

Pros

- The franchise is still fun
- Two-player co-op mode
- Large, challenging levels
- Some good variety
- Some nifty hidden extras

Cons

- Some terrible control
- LOTS of glitches o' death
- Shouldn't lightsabers be more powerful?

"The game's an easy rental, if for nothing other than the two-player mode, but I'd wait for the price to come down before buying.."

Official U.S. PlayStation Magazine

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Rating

EVERYONE
E
CONTENT RATED BY ESRB

Developer	Contrail
Publisher	Sony CEA
Genre	RPG

1 Player
Memory Card 1 block

PlayStation

Wild Arms 2

Good fun, but nothing to go wild over

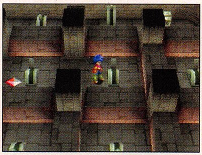
Playing Wild Arms 2 is a lot like eating crackers: You enjoy yourself while munching on the salty treats, but afterward you're left a bit unsatisfied, hungry for something more fulfilling. It's not that Wild Arms 2 is a bad game—not by any stretch; it's just that at a time when so many revolutionary big-budget RPGs are being released on the PlayStation, Wild Arms 2 just doesn't have enough spice to make it more than an adequate diversion.

The good news here is that Wild Arms 2 offers more of the same gameplay that made the original such a crowd pleaser. All the key elements of a solid RPG are intact: a fairly compelling story line that keeps a tight focus on the main trio of characters; a solid (if uninspired) battle engine; and a long quest with plenty of side missions. Also returning to the series is that nice mix of action/exploration elements found in the first game. Dungeons are full of puzzles and obstacles that require you to use and combine your diverse collection of tools; at your disposal are throwing knifes, magic wands, heavy boots, bombs and, my personal favorite, the Booty Call, which helps you uncover hidden treasures. Again, nothing revolutionary, but good fun.

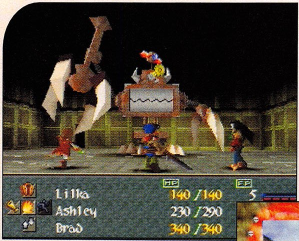
The game includes a few subtle upgrades that offer some improvement over the first Wild Arms. Foremost is a well-done combat avoidance system, allowing you to forgo many of the tedious random battles. There's also a detailed Personal Skills system, which lets you customize your characters' skills and abilities. Finally, you can now equip Mediums to add extra punch to your party (think Final Fantasy VIII's Guardian Force system, but with a lot less flash).

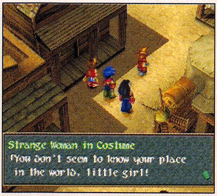
One almost unforgivable oversight, though, is the lack of analog support. Hey, I'm not even asking for "true" analog—just let me use the analog stick rather than the D-pad so I can rest my weary thumb.

Thumb soreness aside, Wild Arms 2 is a solid game for fans of traditional role-players that'll help wile away the hours until the next big RPG release. ***—Gary Steinman***

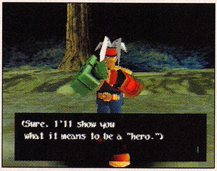


Game designers will never tire of that old standby: the room full of levers (above). Boy, was that a fun puzzle! I could have stayed there forever...Oh wait! I WAS stuck there forever—until Joe Rybicki popped into my cube and bailed me out. Whee!

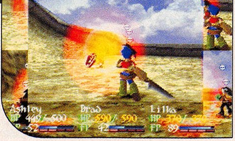




Strange Woman in Costume
"You don't seem to know your place in the world, little girl!"



(Sure, I'll show you what it means to be a "hero.")



Equipping certain Mediums will enhance your stats while giving you the ability to pull off powerful attacks, like this screen-splitting affair (above). Just don't expect any fancy pyrotechnics like you'd see in a Squaresoft production.

Box Score

Pros

- Interesting story with likable characters
- Lots of action/puzzle elements in the dungeons
- Simple, clean interface
- Battle avoidance system

Cons

- No analog!
- Mediocre graphics
- Not very innovative
- Boring battles

> "Wild Arms 2 is a solid game that'll help wile away the hours until the next big RPG release."

Official U.S. PlayStation Magazine

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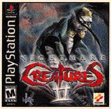
Rating

MATURE
M
CONTENT RATED BY ESRB

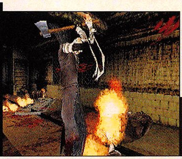
Developer	Kalisto
Publisher	Konami
Genre	Adventure



1 Player

Memory Card 1 block

Nightmare Creatures II

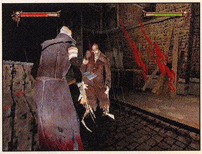


Buckets of blood, but lots of problems

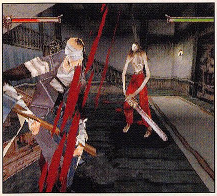
There are times when you can't help yourself but to swear really, really loudly. Your team losing, your job sucking, your girl/boyfriend dumping you or, like for me right now…playing Nightmare Creatures II for extended periods of time. I can't stand cheap gameplay tricks or sloppy problems, and unfortunately this thing pulls 'em in droves. Argh! F&*$#@#&$@!!!

Spanning the divide between survival horror and pure action adventure, the game picks up 100 years after the original, giving everything a deliciously gothic feel. It depicts an early 20th century London particularly effectively…complete with perpetual drizzly rain. For gameplay mechanics think Fighting Force or the old Genesis game Splatterhouse, for graphical style think Silent Hill mixed with the movie *Dark Man,* for irritating qualities, think—oh I dunno—an affliction like athlete's foot. Throughout the levels the game is plagued by stupid problems. Want to "interact" with the scenery? Sure…go ahead. But only if you're standing in exactly the right spot. If you want to kick or destroy an object, just make sure you're standing on the one side of it that allows interaction. Want to fight bad guys? Sure…swing your axe about with gay abandon and hope it lands a hit. There rarely seems to be much skill needed, just luck. The bad guys have a much better deal though, as they are somehow able to get at you whether you're standing near them or not. Can anyone say "cheap"? How about side stepping? Looking around the environments? Deviating from the linear path? No, no and er…no.

Horror fans will be pleased that the game is gushing with pints of the red gooey stuff (this can be turned off too if you're squeamish) and the action is almost disturbingly violent in places. The production values should be applauded. There's some camera work that's almost movie-worthy, and the sound is excellent throughout. It's a shame the experience doesn't match the presentation. ***—John Davison***



(Above) Monster: Grrrrrrr.
Wallace: Chop, chop, chop.
(Left) Monster: Grrrrrr. Grrrr.
Wallace: Chop, chop, chop.
(Far Left) Monster: Grr…oh, never mind, you get the idea.



(Above) Pamela was recovering nicely from her breast augmentation surgery. She did feel the need for a good quality body moisturizer though. (Left) Body rockin' with the bad guys. Please note, Michael the monster picked a fight soon after this picture was taken and our hero Wallace (no, really) was forced to cleave his head in two with an ax.

Box Score

Pros

- Cool graphics
- Great sound
- Music by Rob Zombie
- Buckets of blood (if you like that kind of thing)

Cons

- Cheap gameplay tricks
- Sloppy fighting system
- Music by Rob Zombie
- Buckets of blood (if you don't like that kind of thing)

> **"Throughout the levels the game is plagued by stupid problems"**

Official U.S. PlayStation Magazine

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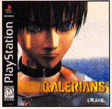
Rating

MATURE M CONTENT RATED BY ESRB

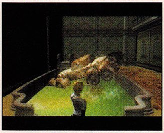
Developer Polygon Magic
Publisher Crave
Genre Adventure

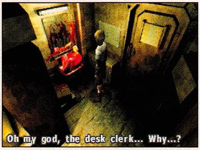


1~4 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

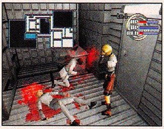
Galerians

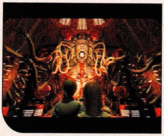
Mental melon-mashing madness




Oh my god, the desk clerk... Why...?

You don't want to be in the near vicinity when Rion "shorts" (left).





You know, it's been awhile since we've seen a solid adventure game that *isn't* Resident Evil. So Galerians, though far from spectacular, comes as a bit of a nice surprise.

Instead of packing firearms as in most adventures, Galerians' main character packs serious psychic power, the kind that when it gets out of hand people's heads start exploding. Cool. The problem is, young Rion has to charge up his mental attacks in order to pack any kind of wallop, and that gets mighty frustrating during battle. Still, the combat system is a nice change, relying as it does on drug injections rather than rifle rounds (don't try this at home, kids!).

The in-game graphics are good—not great, but good; there are some nice environments and a few incredibly bland ones. The cinemas, on the other hand, are simply terrible, with awful human animation and reprehensible voice work and lip-synching. That, combined with the often disjointed story, makes me wish the intriguing plot had been fleshed out a bit better. Other flaws include too-frequent loading of too-small rooms, poor choice of camera angles in the few large areas, and the poor 10-hour completion time—a far cry from the advertised 50! That makes it a recommended rental, but little more.

—Joe Rybicki

Box Score

Pros	Cons
• Intriguing plot • Mostly solid graphics • Interesting battle system • A few cheap scares!	• Charging attacks gets old • Lame cinemas • Big load times for tiny rooms • Somewhat disjointed story

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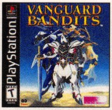
OPM Rating

TEEN T CONTENT RATED BY ESRB

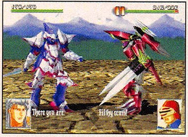


1~4 Players
Memory Card 1 block
Vibration Function Compatible
Analog Control Compatible

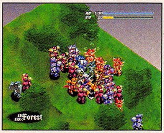
Developer Human
Publisher Working Designs
Genre Strategy/RPG

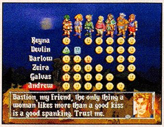
Vanguard Bandits

Those nasty bandits stole all the fun!

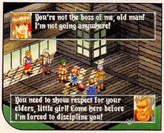

There you are.
Filthy scum!

Vanguard Bandits lets you chat with party members in order to boost their morale (right)—an intriguing idea, but one that had no discernable effect on the game.





Bastion, my friend, the only thing a woman likes more than a good kiss is a good spanking. Trust me.


You're not the boss of me, old man! I'm not going anywhere!

You need to show respect for your elders, little girl! Come here before I'm forced to discipline you!

When it comes to strategy/RPGs, the most important aspect—the only *essential* element—is...you guessed it: strategy. And that's the biggest problem with Vanguard Bandits. Rather than challenging the ol' noggin with tactical brain teasers, the game is more like an exercise in torturous tedium.

The biggest problem with the battles is the fact that too many of them degenerate into boring brawls, with a scrum of mechs slugging it out in a close pack until one side finally falls. This weakness isn't helped by the small, uninspired battlefields and the shortage of long-range attacks. In fact, the most difficult bit of strategy is trying to distribute experience equally among all your mechs while keeping certain party members from hogging all the kills—hardly the makings of compelling gameplay.

It's too bad, because the story here is quite good, and the translation is excellent (which is to be expected from Working Designs). And to be fair, VB isn't horrible; its simplistic gameplay may be just the thing for newcomers to the genre, making it a worthwhile rental for some. But if you can equate a top-tier strategy title like Front Mission 3 with chess, then this one is more like a round of Chinese checkers.

—Gary Steinman

Box Score

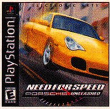
Pros	Cons
• Solid story • Witty dialogue • Everyone loves giant mechs!	• Bland battlefields • Dull combat • Mediocre music • Dated graphics

● ● ◐ ○ ○

OPM Rating

EVERYONE
E
CONTENT RATED BY ESRB

Developer Eden Studios
Publisher Electronic Arts
Genre Racing



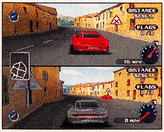
1~4 Players
Memory Card 3 blocks
Vibration Function Compatible
Analog Control Compatible

NFS: Porsche Unleashed

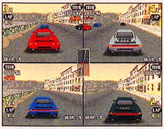
Best if you like Porsches

Need For Speed has always been one of my favorite racing game franchises. While it's strayed a little over the years in terms of content, the underlying game engine has always been pretty solid and the cars have always felt just right. NFS: Porsche Unleashed definitely holds up to the series' heritage but I have to admit that I was a bit dubious as to whether or not the single manufacturer thing would really work. Wouldn't you have to be something of a Porsche nut to get the most out of this? It probably helps if you get gooey at the mention of a 356 Roadster or if you lusted after the 911 yuppie-mobiles of the mid-eighties, but the game is still solid.

There are plenty of gameplay options to keep you occupied, the most challenging of which has you racing through the evolution of the Porsche line…beginning with the old bathtubs that couldn't top 100 mph, and finally (after *a lot* of racing) getting behind the wheel of the brutish GT1. There's also a half-hearted attempt at a Gran Turismo-style driving test, too, along with all the other modes you'd expect to find in a racer. In all there is a lot of game here to keep you occupied. It's far from original or unique but it's served up with the usual NFS panache. —*John Davison*



TIME
100SEC
ROUNDS
72 MPH



POSITION
TIME
LAP
86 MPH

It's pretty speedy in one-player mode, but when you get four players on screen it starts to chug and the frame rate really drops down low.

Box Score

Pros	Cons
• Plenty of cars to choose from • A Porsche fan's dream • Need For Speed handling and presentation	• Frame rate drops in multi-player mode • If you don't like Porsches, why bother?

● ● ● ◐ ○

OPM Rating

EVERYONE
E
CONTENT RATED BY ESRB

Developer Crystal Dynamics
Publisher Eidos
Genre Racing

PlayStation
Walt Disney World Quest
MAGICAL RACING TOUR
EIDOS

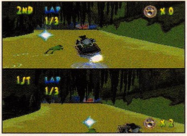
1~2 Players
Memory Card 1 block
Vibration Function Compatible
Analog Control Compatible

Walt Disney World Quest: Magical Racing Tour

Good for young kids...but that's about it

With other great kart-racers like Crash Team Racing and Speed Punks out now, it's easy to dismiss Magical Racing Tour as a simple clone using Disney characters. And in many ways it is—the cute characters use cute weapons to cutely zoom their way to the finish line. Unfortunately, older gamers will likely find MRT lacking the magic of the aforementioned titles. The graphics and ambient effects of the tracks (based on actual Disney World attractions) range from great (Pirates of the Caribbean) to mediocre (Jungle Cruise) to just plain dull (Dinosaur!). And in addition to lacking the previously promised battle mode, MRT is also without four-player capabilities—not a total loss considering the slow bore that is the two-player race. To top that all off, the biggest name Disney characters are Jiminy Cricket, Chip and Dale—no sign of Mickey, Donald or Goofy anywhere!

But there's one important fact that might counterbalance the bad components of the game: The combination of its relative ease and the Disney factor make it the best kart-racer for young kids out there. If anything, it can hone their skills for the true enjoyment of CTR and Speed Punks. —*Chris Baker*



Use the frog weapon to temporarily turn all of your opponents into slow-moving amphibians. You'll really get annoyed when it happens to you!

2ND
LAP
1/3
TIME
0:35.5

2ND
LAP
1/3
1ST
LAP
1/3

3RD
LAP
1/3
TIME
0:19.9

Box Score

Pros	Cons
• A good, simple kart-racer for kids • Fun premise • Unique karts to match each track's theme	• Mickey? Donald? Where are you? • Only 10 tracks • Slow, unexciting two-player action

● ● ◐ ○ ○

OPM Rating

TEEN T CONTENT RATED BY ESRB

Developer	Capcom
Publisher	Capcom
Genre	Fighting

PlayStation
Street Fighter EX2 Plus
CAPCOM

1~2 Players

Memory Card 1 block

Vibration Function Compatible

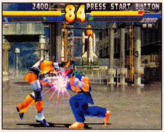
Street Fighter EX2 Plus

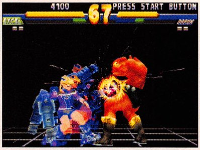
A sequel to a Capcom fighter? Get out!

The world of Street Fighter is quite fragmented—the many incarnations of Street Fighter 2, the acclaimed Alpha series, the zany "VS." games, and Capcom's attempt to add the third dimension: the EX series. Street Fighter EX2 Plus Alpha makes a few improvements on the original: the character models are noticeably less-blocky, some fighters are gone and a few new ones take their place, and a guard break and custom combo system have been implemented.

Yet despite the improvements, it still lacks the same thing as its predecessor—soul. Something was lost in the transition to 3D—be it the barren backgrounds, unmemorable music, or the polygonal characters that don't have quite the same appeal as their 2D sprite-based counterparts—and EX2 fails to recapture the essence of traditional Street Fighter.

If you were a fan of the first EX, the sequel's updated graphics and new characters might not be enough to justify a purchase. And if you were put off by the original, there's nothing in Street Fighter EX2 Plus Alpha that will change your mind. Those who are still unsure might want to wait for EX3 on the PlayStation2. The good news is that it plays like Street Fighter; unfortunately it's just more of the same. *—Andrew Pfister*





The transparent shadow and the wireframe traveling through space can only mean one thing: Super Combo!

PRESS SELECT BUTTON TO RESTART.
SCORE 21000
TIME 1'46"43
1000

200
88
PRESS START BUTTON

Box Score

Pros
- Much-improved graphics
- Custom combo system

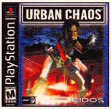
Cons
- Barren backgrounds
- Still lacks that certain "something"

● ● ● ○ ○

OPM Rating

MATURE M CONTENT RATED BY ESRB

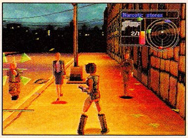
Developer	Mucky Foot
Publisher	Eidos
Genre	Action

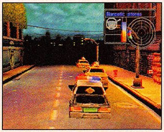


1 Player

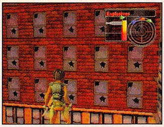
Memory Card 1 block

Analog Control Compatible





The vandals in Urban Chaos are apparently some of the most accurate and consistent rock throwers in the world (right).



Beach House

Urban Chaos

Time to pack up and move to the 'burbs

You know a game's in trouble when you have more fun doing what you're *not* supposed to do—awful things like beating on undeserving citizens, or stomping thugs to death, or running down lollygaggers in your police cruiser just for kicks.

Such is the case with Urban Chaos. Eidos' latest foray into 3D action/adventure stars the spunky D'arci Stern, a rookie cop in a city overrun with crime and corruption, populated with muggers, hookers, terrorists and a street gang named the Wild Cats. But even scarier than all those dastardly denizens are the amateurish flaws that plague this game. The ugly graphics are riddled with sloppy glitches like backgrounds that vanish when you approach them. The camera whips about for a nauseating effect. The sight distance is so limited that anything more than a few feet away from you is shrouded in darkness. The fighting mechanics are extremely clunky. And the driving sequences are simply horrendous.

It's too bad, though, because underneath the many layers of crap lies the basis of a decent game. A few of the missions are well-designed, and the wide range of weapons adds a bit of sadistic fun. Still, all the problems far outweigh any positives I could find in this stinker. *—Gary Steinman*

Box Score

Pros
- Mature story
- Decent voice-acting
- Stomping on thugs for sadistic thrills

Cons
- Ugly graphics
- Sloppy gameplay mechanics
- Myopic sight distance
- Nauseating camera

● ● ○ ○ ○

OPM Rating

1 Player

Memory Card 1 block

Analog Control Compatible

Developer	Bullfrog
Publisher	Electronic Arts
Genre	Strategy

Sim Theme Park

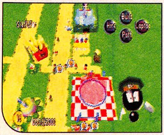
Great idea, poor execution

I don't know what it is about these sim games that's so very addictive. Perhaps it's the feeling of playing God that is so enthralling. Regardless, the strange attraction is a powerful force. And no better is this force exemplified than in Sim Theme Park—for the simple reason that in spite of how mediocre the game is, it's strangely hard to put down.

While the idea of building, managing and frolicking about in a virtual theme park is certainly a brilliant one, the execution in this PlayStation version is pretty poor. One of the main selling points, for example, is that you can ride on the attractions you build after earning the Camcorder option. But once you actually get down into it you realize what an afterthought this mode must have been. To put it simply, it looks horrendous. Even in the normal mode, if you have enough objects onscreen the whole system starts to suffer serious lag.

The game also lacks some basic features of better sim games, like the ability to adjust the speed of the passage of time. Maybe this is because every development must be announced by the amazingly annoying floating head guy that serves as guide, tutor, and subject of homicidal fantasy.

If you love sim games, you can probably put up with the annoyances, but casual gamers would be better off with the PC version. *—Joe Rybicki*



Once you earn the Camcorder, you can ride your own rides (left). You can even participate in the games of chance! Of course, you can set the odds yourself...

Box Score

Pros
- Brilliant idea
- Addictive in spite of itself
- Few other sim choices on PS

Cons
- Lacking some basic sim features
- Some nasty graphics
- Amazingly annoying tutor

● ● ◐ ○ ○

OPM Rating

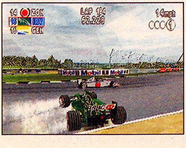
F1 2000

1~2 Players

Memory Card 1~6 blocks

Vibration Function Compatible

Developer	EA Sports
Publisher	EA Sports
Genre	Racing



There's only so much that anyone can do with the Formula 1 license on the PlayStation these days, so when a new title is announced the differences between it and older games are few and far between. Unlike many F1 games that tackle the season in retrospect, EA Sports' effort looks forward to the as-yet unknown 2000 season that includes the unproven new Stewart Jaguar Racing team. What is lost in historical accurarcy (and let's be honest, who cares about drivers accurately doing what they did in real-life) is compensated for with opportunity. If you're a real nut you can play along with the real season and see how you do.

F1 2000 offers everything you'd expect features-wise...although the graphics seem a bit grainy. Nice first effort, though. *—John Davison*

● ● ● ◐ ○

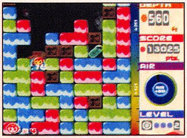
Mr. Driller

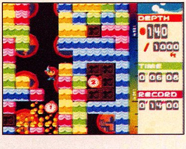
1 Player

Memory Card 1 block

Vibration Function Compatible

Developer	Namco
Publisher	Namco
Genre	Puzzle

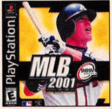




As I drilled my way through this game's plethora of brightly colored blocks trying not to get squashed or run out of air, several classics of yesteryear came to mind—Tetris, Dig Dug, Mr. Do!, Boulder Dash...even the subterranean levels of Super Mario Bros. 2. Yet Mr. Driller still is distinct enough in its gameplay not to be justifiably considered a copycat of any of these. I found myself utilizing a whole new method thinking unlike that associated with any action puzzler I've ever encountered. The game's challenge is absolutely incredible, and three modes of play—Arcade, Survival and Time Attack—provide for plenty of, ahem, depth. Add to all of this a high "I know I can do better next time" factor that keeps you playing for hours, and Mr. Driller is easily worth its $20 price tag. *—Chris Baker*

● ● ● ● ○

Developer	989 Sports
Publisher	989 Sports
Genre	Sports



1~2 Players

Memory Card 1 block

Vibration Function Compatible

MLB 2001

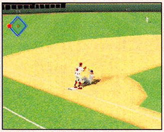
Same old ballgame, brand new year

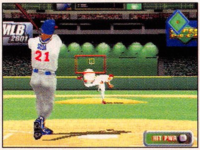
My first response to MLB 2001 is that it's entirely underwhelming. There's not much that makes it stand out from the pack. On the good end of things, there's an interesting franchise mode where you take a team of low-end major league players and play through a season to acquire points. If you earn enough points (by winning, performing well in the game, etc.) then you can sign high-end free agents. It's cool, but it only lasts one season.

Another good feature is the pitcher/batter interface. If you're on the edge of the batter's box, you can't touch the outside pitches, and if you crowd the plate you'll have to fight off inside stuff. It's especially cool that if you're looking curveball and get a fastball, it often screams past you.

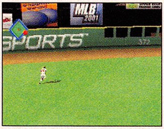
Unfortunately, there are some flaws. First, the game is slow. It's baseball, sure, but it's video-game baseball. Liven it up a bit. The fielding controls are really touchy as well, and there are too few extra base hits. Also, when you're pitcher's in trouble you don't need to think ahead and warm someone up in the bullpen. That's a disappointing oversight. I hate to say it, but if you're in need of PlayStation baseball, Triple Play 2001 is the best there is.

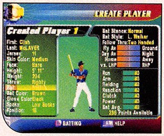
—Todd Zuniga





The batting interface is decent, but swinging for the fences results in way more pop-ups than fly balls.





Created Player 1
First: Clish
Last: McLAVER
Jersey: 11
Skin Color: Medium
Face: Bare
Height: 5' 11"
Weight: 204
Throw: Righty
Bat Color: Brown
Glove Color: Black
Socks: Low Socks
Position: 1B
Bat Stance: Normal
Bat Style: L. Walker
Follow Thru: Two Handed
Run 40
Arm 40
Fielding 40
Reaction 40
Clutch 40
Power 40
Bat Avg. 40
236 Points Available

Box Score

Pros	Cons
• Cool Franchise Mode • Fastballs feel like real major league heat • Two words: Vin Scully	• Gameplay is just too slow • Analog controls are too touchy • Too few extra base hits

●●●○○

OPM Rating

Developer	3DO
Publisher	3DO
Genre	Sports

PlayStation
Sammy Sosa Softball Slam
3DO

1~2 Players

Memory Card 1 block

Vibration Function Compatible

Sammy Sosa Softball Slam

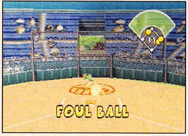
Finally, a game featuring proud fat guys

Softball on the PlayStation? Sounds as exciting as watching a fat uncle hit dingers over similarly overweight men. But I'll admit to pleasant surprise when I sat down and started pounding away at the oversized baseball. Softball Slam isn't for everyone. If you're a hardcore baseball fan and think this is the relaxing answer to your long vid baseball season, it's not. But if you're sitting around with your significant other and want some light-hearted goofy fun, this isn't a bad choice.

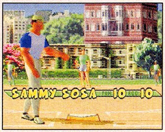
There really isn't enough depth to keep an appetite whet, though. You can have four- or eight-team tournaments, but there's no season mode to keep you coming back for more. You're able to construct a team, which is good for a group of softball-crazy friends, but the charm of softball is going out and playing poorly, not sitting on your couch and dropping pop-ups. This brings another interesting point about the game: it's sim softball. In other words, people will miss easy fly balls, make bad throws at inopportune times and embarrass themselves by striking out.

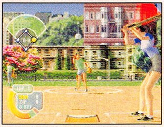
There are reasons to like this game, but none of them last too long. Ultimately, it's a better rental than a purchase.

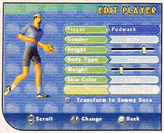
—Todd Zuniga



Players being afraid of the ball is just one of the softball-sim features of Softball Slam. Jeez, it was a soft pop-up!







Player Pudwack
Gender
Height
Body Type
Weight
Skin Color
Transform to Sammy Sosa

Box Score

Pros	Cons
• Good, light fun • Realistic • It's softball • Really cool create-a-player • Easy to jump into	• Pace is a bit slow • It's softball • Not enough depth • Novelty is short lived

●●○○○

OPM Rating

PlayStation
STRIKER PRO 2000

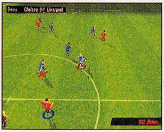
1~2 Players
Memory Card 1 block
Vibration Function Compatible

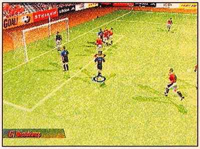
Developer	Rage
Publisher	Infogrames
Genre	Sports

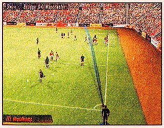
Striker Pro 2000

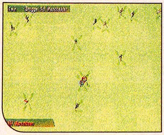
Something for the hardcore soccer fan

When I first started playing Striker Pro 2000, I really wasn't all too sure of it. Having gotten into FIFA 2000 in a big way, adjusting to a slightly different way of playing took some getting used to. Fortunately though, with some perseverance, it revealed itself to be extremely competent. Firstly, it manages to get a few simple essentials right…the players actually look like they're the right size for the pitch (it's shocking how weird some soccer games look) and the ball actually seems to have some heft to it. You don't ever feel like you're kicking a lightweight, plastic, kiddie ball about—this feels like a proper leather ball that you have to give a good whack. This is actually just one of the many examples of the excellent feel that the game gives you. The physics of the game seem to be portrayed pretty well, and this is complemented by a very precise gameplay engine. Unlike ISS Pro, and to some extent FIFA, Striker Pro really makes you work hard if you're going to pull off the impressive moves. There's no simple crossing the ball and watching your star striker do a double back flip before whacking the thing into the back of the net—you have to really work for it. True soccer fans will dig this, big time. *—John Davison*









The graphics may not be as cool looking as those found in FIFA or ISS, but the feel of the game is great if you're a big fan of soccer games.

Box Score

Pros	Cons
Great 'feel' and cool ball physics	UEFA teams featured aren't well known in U.S.
You have to really work at it	You have to really work at it

●●●●○
OPM Rating

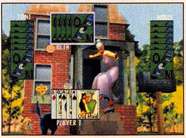
Family Game Pack

PlayStation
Fun for everyone!
FAMILY GAME PACK
3DO

1~8 Players
Memory Card 1 block

Developer	3DO
Publisher	3DO
Genre	Misc.

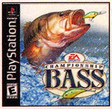
YOUR MOVE
SELECT TARGET
UNDO SELECTION



It shouldn't take much of my commentary to decide whether or not Family Game Pack is right for you. Including 26 classic casino, card and board games, FGP doesn't pretend to be anything more than a compilation of the likes of slots, blackjack, go fish, chess and checkers, often accompanied by great classic tunes such as Wagner's "Ride of the Valkyrie." Unfortunately, the same problem found in most classic-turned-video games persists throughout FGP—namely, playing them on a TV screen (blatant advertisements for other 3DO franchises like Army Men and High Heat Baseball included) isn't nearly as fun as sitting at a table, face-to-face with other human beings. On the plus side, though, it's a great way to learn the rules of a few games with which you might not already be familiar. *—Chris Baker*

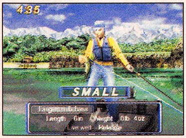
●●◐○○

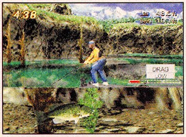
Championship Bass



1 Player
Memory Card 1~6 blocks
Vibration Function Compatible

Developer	EA Sports
Publisher	EA Sports
Genre	Sports





Championship Bass takes out the awful boat fumes, beer (unless you stock the fridge), and messy bait, leaving you with a fun and realistic fishing game. EA Sports turned up the excitement factor on this one a bit, including a Career Mode and a Challenge Mode which require gamers to complete specific tasks to unlock better lures and a secret lake. Out on the lake, be prepared to relax and enjoy a solid blend of visuals, ambient sounds, and fast-paced fishing action. Patience and technique are rewarded, as catching the elusive "big one" is a satisfying experience. One minor complaint occurs when casting, as the underwater view fails to show enough of the area around your lure. If you're a fan of fishing games, or even remotely curious enough to try one, this is the one to get. *—Todd Zuniga*

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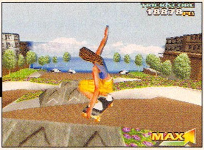
Street Sk8er 2



A roundup of the most notable games of recent months

Ace Combat 3 Electrosphere

PlayStation
ACE COMBAT 3
namco

Though Ace 3 is an entertaining and action-packed dogfighter, it still retains many of the flaws of the last game: The challenge level is so low as to be almost nonexistent, and the great story that existed in the Japanese version has been wiped out altogether. Still, the graphics are fantastic and the flight engine is tense and solid.

OPM Rating ●●●○○

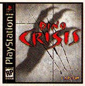
Colony Wars: Red Sun

PlayStation
COLONY WARS
RED SUN

This time, Colony Wars manages to complement the gorgeous graphics and huge number of missions with a more accessible level of difficulty. A more sensible save system, a larger variety of ships and weapons, and a less-linear story top it all off.

OPM Rating ●●●●◐

Dino Crisis



As you might expect, Dino Crisis bears a strong resemblance to Resident Evil, though there are a number of significant differences. Tougher enemies, more challenging puzzles and more exceptional graphics are the major points; the game also excels in story, music, and even voice acting.

OPM Rating ●●●●○

ECW Hardcore Revolution

PlayStation
HARDCORE
ECW
REVOLUTION

This game feels like Acclaim focused so much on the extras that they forgot that the game should be *fun*. It has the same level of customizability of WWF Attitude, which is a great thing—there are even more options for creating your own wrestler. But the control is so horrendous—not to mention the graphics and sound—that you'll be frustrated within moments.

OPM Rating ●◐○○○

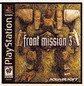
Fear Effect

PlayStation
FEAR EFFECT
EIDOS

Fear Effect is notable for its stunning graphics (combining static, Resident-Evil-style rendered environments with looping FMV backgrounds), excellent story (delivered with quality dialogue and voice-acting) and plenty of M-rated action that you can't help but get drawn into.

OPM Rating ●●●●◐

Front Mission 3



This is the only title worth putting alongside Final Fantasy Tactics for fans of strategy RPGs. The future-realistic setting and believable story are a refreshing change from the fantasy settings of other titles in the genre, and the complex battle system is presented in a way that makes it easy to get drawn into the game. Though it could use some more variety, this is one of the greats.

OPM Rating ●●●●◐

Gauntlet Legends

PlayStation
GAUNTLET
LEGENDS
MIDWAY

Midway decided to "improve" the classic by throwing in lots of extra details, enormous 3D levels and a number of hidden characters. In the process, however, the game lost a good deal of the fun that made the original such a classic.

OPM Rating ●●◐○○

Medal of Honor

PlayStation
MEDAL OF HONOR

After playing just a few levels, it becomes obvious that a lot of effort went into making this game feel authentic. While Medal of Honor could have been just a Wolfenstein 3D rehash, this realism makes it an extremely compelling game, with plenty of stealth action to keep the tension levels high—and plenty of atmosphere in the form of top-notch graphics and sound. The biggest problem is the so-so multiplayer.

OPM Rating ●●●●○

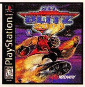
Metal Gear Solid VR Missions

PlayStation
METAL GEAR
KONAMI

If for some reason you didn't like MGS, this game won't convert you, but if you did, you'll love this puzzle-game take on the PlayStation classic. The game offers plenty of challenge throughout the 160 mini-levels, ranging from the cerebral to the reflex-oriented.

OPM Rating ●●●●○

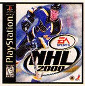
NFL Blitz 2000



The main improvements with this sequel lie within the multiple layers of depth that have been added. The most significant feature is the four-player two-on-two competition, since the addition of a human teammate completely changes the game. Though the graphics aren't similarly enhanced, they're more than adequate. This is one pigskin title that's simply a blast to play.

OPM Rating ●●●●●

NHL 2000



With NHL 99 having come under fire for its sluggish framerate and game speed, it seems that EA may have overcompensated with NHL 2K: The game moves so fast that it actually interferes with the control. But the overwhelming number of features—from the great atmosphere and pre-

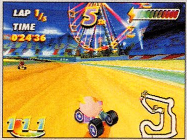
recap pick of the month

Speed Punks

PlayStation
SPEED PUNKS

If you've ever played any game in the kart-racing genre, then you know what to expect from Speed Punks—cute racers, cartoonish graphics, weapon-filled question-mark boxes and all. But surprise, surprise, this isn't just a blatant rip-off of Crash Team Racing (itself a pretty blatant rip-off of Mario Kart). Rather, Speed Punks is very much a laudable kart racer in its own right.

From the get-go you'll notice the game's beautiful look, replete with color, a speedy frame-rate (even in four-player mode) and well designed tracks in a variety of settings. Each of the characters is every bit as memorable as those in the Crash family—not to mention just as smart! So intense and competitive are each of the races that the only disappointment after hours of play is that there are only 12 tracks. A battle mode would have been nice, too, but with such a solid engine, it's not really necessary.

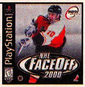


OPM Rating ●●●●◐

sentation to any stat a hardcore hockey fan could possibly want—make it worthwhile anyway.

OPM Rating ●●●●○

NHL FaceOff 2000



This may be 989 Sports' most improved game yet. To start off with, they did a great job of balancing game speed and control. Add the superb graphics and you have a game that's nice just to look at. Though FaceOff doesn't have the same depth of features as NHL 2K, it's still a solid game.

OPM Rating ●●●●○

Quake II

PlayStation
QUAKE II
ACTIVISION

Hammerhead amazed everyone (including id, the game's original designers) by unleashing an entirely adequate port of a very processor-intensive PC title. The game enjoys a solid frame-rate throughout, even in the four-player split-screen mode. It's an extraordinary multiplayer shooter—but as bland as the original when it comes to the single-player missions. Still, it's a great achievement.

OPM Rating ●●●●○

Street Sk8er 2

PlayStation
STREET SK8ER 2

This sequel is a vast improvement over the bland original, with more challenge, more tracks, and more fun overall. But sluggish trick execution, awful animation, and lots of slowdown keep SS2 from unseating Tony Hawk. A Create-a-Park mode helps, but it's too simple to be truly remarkable. It's better, but still not great.

OPM Rating ●●●○○

Syphon Filter 2

PlayStation
syphon filter 2

SF2 is really less of a proper sequel and more of an add-on mission pack. The graphics are pretty much identical to the first game, and though there are a bunch of new missions, they rarely venture beyond the parameters of SF1. And the story, though handled well, is somewhat predictable and holds few surprises. So if you loved SF1, you'll probably like SF2—as long as you don't expect much of a change.

OPM Rating ●●●◐○

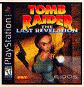
Thrasher: Skate & Destroy

PlayStation
THRASHER
SKATE AND DESTROY

This game faces some stiff competition from the beginning in the form of Tony Hawk's Pro Skater, but manages to stand up reasonably well in spite of Tony Hawk's enormous success. The emphasis here is far more on realism than on spectacular, insane tricks. This means the game's a good deal harder, with a more complex trick system and a higher level of challenge overall.

OPM Rating ●●●◐○

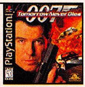
Tomb Raider The Last Revelation



Lara's last adventure is finally supported by a solid story, challenging puzzles and more focused gameplay. And though the game isn't a huge leap graphically, it is the best looking edition in the series. It's also packed with bugs and frustratingly nasty challenges. Not for the impatient or faint of heart.

OPM Rating ●●●●○

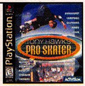
Tomorrow Never Dies



Though it seems like this game was in the works forever, the finished product is pretty satisfactory overall. The espionage-laden story is broken up by occasional minigame-style segments that help keep the story moving along. Unfortunately, when the action heats up the frame-rate drops unpleasantly.

OPM Rating ●●●◐○

Tony Hawk's Pro Skater



This may very well be the best skateboarding game on any system yet. A hearty and intuitive trick system provides the core of this game, while convincingly spacious environments set the stage for the skating goodness. Excellent graphics and loads of replay value round out the package.

OPM Rating ●●●●◐

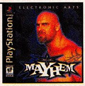
Twisted Metal 4

PlayStation
TWISTED METAL 4

989 Studios did a nice job of recovering from the weak Twisted Metal 3. They threw in a bunch of new features, like the ability to build your own vehicle, and cranked up the speed. There's still some slowdown, and the four-way split screen is all but useless, but it's a more solid game overall.

OPM Rating ●●●●○

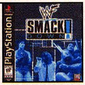
WCW Mayhem



Though this isn't the best wrestling title we've seen, it is a promising first foray into the ring for EA. The game sports detailed character models, quick and realistic (though a bit jerky) animation and lots of extras. Occasionally sluggish controls and an inferior Create-a-Wrestler mode could be improved, but overall it's a fairly solid game.

OPM Rating ●●●◐○

WWF SmackDown!



SmackDown! is a little disappointing in that the promised behind-the-scenes mode isn't nearly as fleshed out as it could have been. But the wrestling engine is so excellent that it just doesn't matter. What makes this so is the superb collision detection and well-done reversal system. It's brilliant!

OPM Rating ●●●●◐

Ratings at a Glance

Alundra 2	●●●○○
Ape Escape	●●●●●
AM: Sarge's Heroes	●●○○○
Bugs Bunny: LiT	●●●◐○
Civilization II	●●●●◐
Colin McRae Rally	●●●●○
Countdown Vampires	●◐○○○
Crash Team Racing	●●●●●
Die Hard Trilogy 2	●●○○○
Driver	●●●●○
Dukes of Hazzard	●◐○○○
Eagle 1: Harrier Att.	●●●○○
Fighting Force 2	●●○○○
Final Fantasy Anth.	●●●●◐
Final Fantasy VIII	●●●●●
Gran Turismo 2	●●●●●
Grandia	●●●●◐
Hot Shots Golf 2	●●●◐○
LoK: Soul Reaver	●●●●◐
Lunar: SSSC	●●●●◐
Marvel vs. Capcom EX	●●◐○○
MediEvil II	●●●◐○
MLB 2000	●●●●○
NBA ShootOut 2000	●●●○○
NCAA Mar. Mad. 2K	●●●●○
Need For Speed: HS	●●●●◐
NHL Rock the Rink	●●●●○
Pac-Man World	●●●●◐
R4	●●●●○
Resident Evil 3	●●●●◐
Road Rash: Jail Break	●●○○○
SaGa Frontier 2	●●●◐○
Silent Bomber	●●●●○
Star Ocean: 2nd Story	●●●●◐
Star Wars: Ep I—TPM	●●●○○
Street Fighter Alpha 3	●●●●●
Suikoden II	●●●●○
Thousand Arms	●●●●○
Tomba! 2	●●●●○
V8: 2nd Offense	●●●●◐
Wipeout 3	●●●●○
WWF Attitude	●●●●○

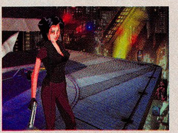
TRICK OF THE MONTH

Syphon Filter 2

Level Skip
Pause the game in the middle of play. On the Pause screen, highlight Map and press and hold these buttons in this order: *Right+L2+R2+Circle+Square.*
With these held, press X. You will hear a sound when entered correctly. Now go to the Options screen and enter the Cheats option. You'll find an option to end your current level and go to the next one.

Super Agent
Pause the game in the middle of play. On the Pause screen, highlight Weaponry and press and hold these buttons in this order: *L2+Select+Circle+Square.*
With these held, press X. You will hear a sound when entered correctly. Now go to the Options screen and enter the Cheats option. You'll find an option to turn Super Agent on or off.

Movie Theater
Pause the game in the middle of play. On the Pause screen, highlight Briefing and press and hold these buttons in this order: *Right+L1+R2+Circle.*
With these held, press X. You will hear a sound when entered correctly. Now go to the Options screen and enter the Cheats option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.



fear

How to Use this Guide

FE is broken up over the course of four discs, some lengthier or heavier with puzzles than others. Realize that this isn't a walk-through, necessarily. Instead, we'll move you through all of the puzzles, disc by disc, and help you locate the items you need to get through them. Good hunting.

Survival

When we first started diddling with Fear Effect, we were annoyed by the combat system. Simple cross hairs to line up the enemy? It seemed remedial, even difficult in its simplicity. Not the case at all. Listed below are some tactics that will save your hide if you use them—and you'll need to use them. Keep these tips in the back of your mind when gun-toting henchmen are coming at you from all sides.

1. Duck and Cover

The R2 button allows your character to duck. When guns come ablaze like the Northern Lights, it's beneficial to be in a crouching position. For some reason your enemies don't register crouching bounty hunters as readily as they should.

2. Barrel Rolls

When the shooting gets rough, the tough get rolling. Use your L2 button to roll from spurts of gunfire. You can roll to the sides, forward or back. Many times it won't seem to help that much, but it's amazing how poor your adversaries aim.

3. Sneaking Around Behind Their Backs

Save ammunition by sneaking up on the bad guys. If you hold R2 while walking, you'll move with an awkward but effective gait that puts you in good shooting position. Get close enough to an enemy and your cross hairs will turn red, and that means it's one shot and lights out. The victims couldn't be more surprised if they saw midgets flipping pancakes on their couch.

4. Running Away Isn't Necessarily Cowardice

Using the R1 button to scurry away from opponents isn't always the worst thing you can do, especially if there's more than one enemy. Oftentimes they'll follow you and you can take them down one at a time, which will certainly help your hopes of survival.

5. All Good Things Come in Time

It's much easier (and actually a lot more fun) to head into a room and start shooting up the place, but using the above tips will teach you nothing if not one thing: patience. Be patient and you'll find yourself going back to your last saved game less often.

THE CHEATS

❶ **Infinite Ammo** – This one's self-explanatory.
L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe
Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu
Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe
Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks
Right, Right, Left, Triangle, Right, Down, Down.

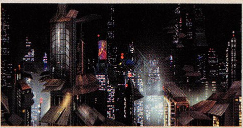
Invisible Racer (only wheels)
Up, Up, Down, Right, Right, Up.

Super Turbo Pads
Triangle, Right, Right, Circle, Left.

Scrapbook Option
Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

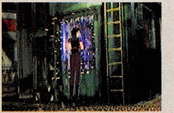
After entering one of these next tricks, you will have to reset the game to get a different unlimited object.

effect



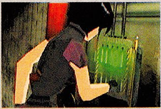
Disc One: Lam Building

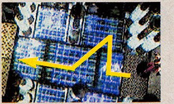
① Steam Bath



The first problem you'll run into will come at the first ladder you see. Before bothering to climb the ladder, inspect the window. A brief cinema will follow and you'll take aim at the glass. Shoot it out, hop inside the little room, and head to the red lever. Pull the lever to loosen the valve and head back outside the window. Now it's time to climb the ladder. At the top, go to the pressure valve on your left and turn the handle. The steam will kill the annoying fellow with the gun and you'll also get the Gate Key to continue your journey.

② Prepare the Elevator



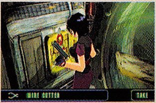


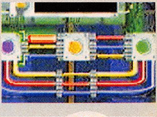
Getting the elevator to work is a bit of a chore unless you're wise enough to check around on your way there. You'll first need to grab the Fuse from the room where you got the steam bath going. Then head over to the Fuse Box and plop that baby in there. You'll get the elevator working and solve some other electrical problems as well. After the Fuse is set, you'll need to navigate a floor that's lit up like a Christmas tree. The diagram to the right explains how to get across the floor without being fried. Be nimble footed and run full speed instead of walking.

ELECTRIC CIRCUITRY

The Fuse is in the room where you pull the red lever. It's by the ladder. Do yourself a favor and grab it first, otherwise you'll have to go back.

③ Detonation Elimination



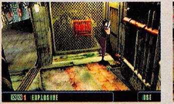


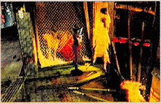
Saving Jin from being blown to smithereens isn't a choice, it's a necessity. You'll have to grab the Wire Cutters from outside of the elevator before you can hope to save him. Once you've killed all the enemies and you're one-on-one with the bomb, there is a simple process to follow. One wrong clip of a wire and you'll be rushing to load your last save, so do the following steps in order: Highlight the orange circle and cut the red, then yellow wires. Next, go to the purple circle and slice the red, then blue wires. Finally, flip to green and clip the blue, then yellow wires. You'll save Jin and yourself.

WRITING ON THE WALL

When you're in need of the code to free Jin, look no further than the wall outside, past the Wire Cutters and on your left.

④ Dropping Bombs





After releasing Jin from his bomb-studded prison, you'll have the Explosives in your inventory. On your way back to the elevator you'll find a closed doorway. Put the explosives on the door and run for it. The door will burst into flames and you'll be able to walk through.

❷ **Infinite Health (No Fear)** – Also self-explanatory.
L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

❸ **Infinite Weapons** – Opens all possible weapons for each character on that level.
L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Up, Circle.

Unlimited Wumpa Fruit
Down, Right, Right, Down, Down.
Unlimited Bombs
Triangle, Right, Down, Right, Up, Triangle, Left.
Unlimited Masks
Left, Triangle, Right, Left, Circle, Right, Down, Down.

Die Hard Trilogy 2: Viva Las Vegas

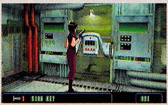
Debug Menu
On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The Debug Menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

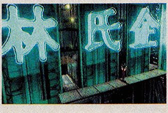
FIFA 2000

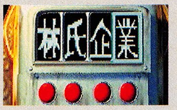
Hidden Super Teams
After choosing a mode of play, go to the Team Select screen and cycle through the categories until you see Rest of the World. Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

(cont. on page 114)

⑤ Sign Language

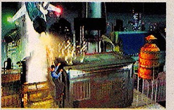






Once you've blown a hole in the door and crawled down the newly climbable ladder, pay attention to the powder blue characters glowing above you on the walkway. You'll have to cap some bad guys and head into a small room where you'll pick a firefight with a man holding a big gun. The best way to beat him is to crouch by the entrance and wait until he's in your sights. Be ready to switch guns, too, in case you run out of ammo. After he falls, he'll drop the Sign Key. Go to the left wall and use the Sign Key. You'll have to enter the code represented by the powder blue characters (see above). After you do this, you'll find the disc you're looking for—and a little bit more, too.

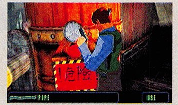
⑥ Chopper Command



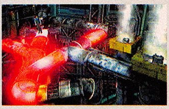
Once you've taken over Glas' body, you'll immediately have to avoid the helicopter and its missiles. Hurry to the ladder and climb, baby, climb. But that's not the most challenging part of the copter-avoiding. Once you reach the second ladder, be careful not to climb up all the way—the bullet-flinging chopper will be back. You'll need to get high on the ladder, and, once the bullets sweep past you, finish climbing the ladder and speed down the opposite side. You'll have a decent window of space, but run to ensure your safety.

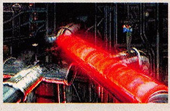
⑦ Under Pressure

Once you're rid of the rabid helicopter, you'll need to use a MacGyver tactic. Find the Pipe laying in the rubble and hit the red steam machine with it. It'll crack, opening up a spray of face-scarring steam. With your gun ready, back away and shoot. An explosion will ensue, so running away is in your best interest. Once that's accomplished, go to the ledge and look down. The Roman Empire didn't fall that hard.



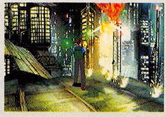
⑧ On the Back Burner





Glas will come down with a terrible headache and you'll need to get his whiney butt past a series of scalding pipes. For the first part, run straight ahead and turn a valve—there's not much timing involved here. Wait for all the red to light up, and, once it disappears, put on your sprinting shoes and hustle to safety across the way. Once there, turn the wheel and you'll ignite a new series of hot pipes. Cruise forward once the valve is turned and cut to your character's left. Take a break on the first pipe you see on your way to the back of the room. Go once they fizzle. Once you're on the final leg of the blazing pipe puzzle, duck onto the little safety pipe on the right before the pipe glows. After that, you're home free.

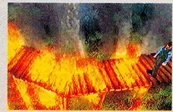
⑨ Matching Curtains



After narrowly avoiding a vicious scalding, you'll see your old buddy, the helicopter. You'll have to line up the curtains with the helicopter and shoot the curtain with your pistol. Once you do, the curtain will come loose and go into the engine of the copter, disrupting its flight for the final time. You'll have to do this twice, which isn't difficult if you move quickly to the far edges (the left in the first area and the far right in the second area). Remember to run when switching areas—unless, of course, you want to get shot.

Disc Two: River Settlement

① Hot Feet



Glas has to scurry after Wee Ming and cross two flaming bridges. For the first, simply move into the areas where the fire dissipates. Once you're at the 3/4 mark of the bridge, just take off and the flames shouldn't get you. For the second half of the bridge, you'll have to be equally nimble-footed. Be patient and know that you'll have to backtrack each time you make a bit of progress. By going forward a step, then coming back one, then going forward two steps, you'll make it through with nary a first-degree burn.

THE CHEATS

❹ **1-Hit Death with Firearms** – Kills foes with one hit when using a gun.
L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

❺ **1-Hit Death with Melee Weapon** – Slapjack, Knife, or Brass Knuckles kill with one hit.
L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, L1.

(cont. from page 113)

NHL 2000

Incredible Hockey Players

Under the Advanced Options, select Rosters.Now go to the Player Management option and choose Create Player. From here, you can create high statistic players as shown.

Awesome Players

Name your player Peter Forsberg or Joe Sakic. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Create many players like this to get a team with high stats.

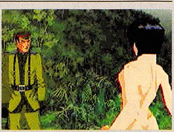
Awesome Defensemen

Name your player Sandis Ozolinsh. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Create many players like this to get defensemen with high stats.

Awesome Goalie

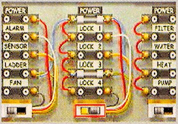
Name your player Patrick Roy. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other

2 Overdressed.com



Alright, so we've got one of the hottest video game dames with a towel on. We've witnessed her showering and she's skulking around taking out bad guys with a full-clothed ferocity. What could be better? Well, once Hana is out and about, there comes a time when she'll be face to face to an angry gun-having guard. How do you get away when he's aiming a hand cannon right at your face? Simple. Remove the towel (that's why it was in your inventory) and Deke will do the rest. Fun, fun, fun.

3 Chutes and Ladders



As soon as Deke starts prowling around for the ladder, he'll have to shoot down a boss character inside a train car, then take out the three soldiers outside. One of the soldiers will drop a Ladder Key.

Take that key to access the box across the way. You'll have to turn off the yellow switches at the bottom of the circuitry, then remove the Fuses and put them in new spots. For the first step, put one Fuse into the power source of the middle board. Take the other Fuse and put it in the space for lock three. Now turn on the switch beneath this one to make the ladder drop a bit. Next, turn off the switch at the bottom and put the first Fuse in the power source of the far left board. Take the other Fuse and put it in the open ladder spot on the far left board. The ladder will descend.

ELEVATOR ACTION

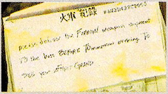
Take the Ladder Key to the Fuse Box to start the ladder-dropping process. It drops in two different stages, so keep working until it touches the ground.

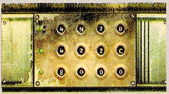
4 Last Train to Clarksville

Once you have the Train Key in your possession (you'll have to go grab it in the beginning part of the level), you can get the choo-choo moving. You'll have to enter a special code, however, to get your haul on. The code is located in the upper left hand corner of the letter hanging inside the train. The combination is:

4 N 2 B
4 2 2 C
8 0 0 0

You'll need to enter it (using ⊗ or ⊡) on the left side of the train. If entered correctly, green lights will surround the different pieces of the combination.





❻ **Target Practice Mode.** – All Enemy Detection is turned off.
L1, Triangle, Up, Down, Circle, Circle, Left, Left, L1, L2.

attributes. Now you can have a goalie with high stats.

Killer Loop

Killer Codes
On the main menu screen, press and hold the START button. With START held, press the following buttons for these results.
Class 2 H&K Tripod
Down, Left, Up, Left, Down, Right, Up, Left
Class 2 Sinus Tripod
Down, Left, Up, Left, Down, Left, Up, Right
Class 3 Pulse Tripod
Down, Left, Up, Left, Down, Right, Up, Right
Class 3 Reac Tripod
Down, Right, Up, Left, Down, Left, Up, Left
Class 3 Sinus Tripod

(cont. on page 115)

BASEBALL TRICKS

Triple Play 2001

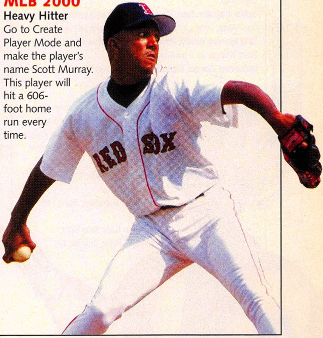
Announcer Commentary: 0
Baseball History: Up, Triangle, Right. Circle.
Weather: X, Down , Triangle, Up.
Trivia: Down, X, Right, Circle.
More Batter Info: Left, Square, Up, Triangle. *Note: This will only work on certain batters.*

Triple Play 2000

Automatic Home Run
When at bat, hold L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm correct entry.
Automatic Strikeout
When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.
EA Dream Team
Start an Exhibition game. At the team select screen, press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm correct entry.
Control camera
During play, hold L1+L2+R1+R2 and press Right, Left, Up, Down, Right, Left. You'll hear a sound to confirm correct entry. Use the following to control the camera.
Move: D-Pad.
Move faster: L1+D-Pad.
Turn: R1+D-Pad.
Zoom out: L2.
Zoom in: R2.
Raise view: Triangle.
Lower view: Square.
Announcer commentary: During play, hold L1+L2+R1+R2 and enter one of the following codes.
Extensive Chatter: Up, Triangle, Right, Circle.
Batter Info: Left, Square, Up, Triangle.
Trivia: Down, X, Right, Circle.
Weather: X, Down, Triangle, Up.

MLB 2000

Heavy Hitter
Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.



TWISTED METAL

Twisted Metal II

Here are some of the most awesome codes ever found for this game! Just begin a new game, and, while you are playing, do the codes below for various results.

Invincibility: While playing, press and hold the L1 and R1 buttons simultaneously. With these held, press Up, Down, Left, Right, Right, Left, Down, Up.

Infinite Weapons: While playing, press and hold the L2 and R2 buttons simultaneously. With these held, press Up, Down, Left, Right, Right, Left, Down, Up.

Mega Guns: While playing, press and hold the machine gun button. With this held, press Up, Down, Left, Right, Right, Left, Down, Up. Your machine guns will be upgraded to Mega Guns. They do more than twice the damage of normal machine guns.

Homing Napalm: While playing, make sure you have at least two or more napalms to start with. Highlight the napalm weapon and hold the firing button (L2). Then press Up, Down, Down, Left, Left, Left, Right, Right. The napalms will seek out your opponents like homing missiles!

Twisted Metal III

Infinite Specials: Enter L1, L1, R1, R1, R1. When you are back at the main menu, begin a game and quit. When you begin a game again, you will have an unlimited amount of your character's special weapon.

Play as Minion: Enter Right, Right, Right, Left, Left as your password. You will return to the main menu. You can now select Minion at the vehicle selection screen.

Play as Sweet Tooth: Enter Left, Left, Left, Right, Right as a password. You will return to the main menu. You can now select Sweet Tooth at the vehicle selection screen.

Enable Memory Card: Enter Start, Start, Start, Start, Start as a password. You will return to the main menu. Now configure your settings and begin a game. Before the game begins, you will be prompted to save.

Smart Seekers: Enter Triangle, Left, Down, Right, Up as a password (helps improve homing missiles).

Seeking Rain Missiles: Enter Up, Down, Up, Down, Up as a password.

Super Napalm: Enter R1, R1, L1, L1, L1 as a password.

God Mode: Enter L1, Square, X, R1, Start as a password.

CPU Ignores Health Power-ups: Enter Down, L1, Down, Start, Triangle as a password.

Unlimited Ammo: Triangle, Circle, Up, Right, Down.

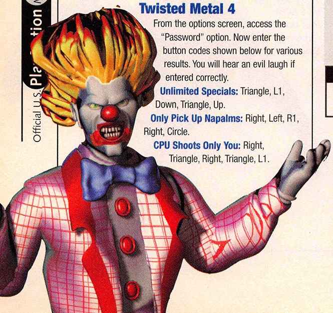
Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.

Unlimited Specials: Triangle, L1, Down, Triangle, Up.

Only Pick Up Napalms: Right, Left, R1, Right, Circle.

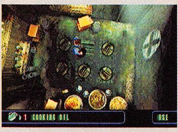
CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.



Disc Three: Madame Chen's

① Jailbreak

Once Glas is locked in the room to start Disc 3, there's only one way to get him out. First, go to the back of the room and pick up the Cooking Oil. Then go to the right of the Cooking Oil and use the Pot on the ledge. Glas will pick it up and smash it on the floor. When he does, he'll alert the guard outside. You'll have a couple of seconds to move to the space in the floor where there is no grate. Pour the Cooking Oil out and the guard will bust through the door. You'll have to trick him into walking on the oily spot. Once he does, he'll go crashing down and you'll end up with a gun and a handful of bullets.

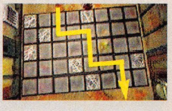


PORCELAIN PROP

You won't be able to get a good look at the floor until you toss the Pot. After you do, hurry and dump the Cooking Oil on the concrete space.

② The Path Not Taken

When Deke has to cross the glass ceiling, he'll have to choose a very specific path in order to succeed. You'll need to watch the spotlights—there are three of them. The first will show cracked panes of glass which you can't walk on. The second, too, will show cracked panes of glass you can't walk on. The third spotlight is there wholly for the purposes of deception, since it will show that no panes are cracked. Go it alone, or follow the picture arrow above that shows the safest path. Oh, and don't run.



③ Soup du Jour

After the glass ceiling, you'll enter a sneaking mode with Glas. You'll enter a kitchen full of chefs—if they detect you, bullets will break loose and you'll be a carcass. When first entering the kitchen, be sure to hold down your R2 button to sneak. You'll encounter four bantering chefs, the first two throwing tomatoes back and forth. Wait until the tomato hurlers turn their backs and scurry to the area between them. Do the same for the bickering chefs. Don't try to sneak past all four of them at once. For part two, you'll have to pass a bug-crushing chef. Wait until he stomps two sets of cockroaches before going past. He'll turn around quickly after stomping once. Finally, you'll have to get past a pair of sanitation geniuses. After the one chef spits twice, wait for the second chef to drop scraps on the floor a second time. You'll be home free after that.

THE CHEATS

❼ **Suicide Mode** – All NPCs have higher health and rate of fire. PC has infinite ammo.
Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

(cont. from page 115)

Down, Left, Up, Right, Down, Left, Up, Left
(Note: This also opens up Killer Loop Mode)

Class 4 H&K Tripod
Down, Right, Up, Left, Down, Left, Up, Right

Class 4 Sinus Tripod
Down, Left, Up, Right, Down, Right, Up, Right

Class 4 Pulse Tripod
Down, Left, Up, Right, Down, Right, Up, Left

Class 4 Reac Tripod
Down, Right, Up, Left, Down, Right, Up, Right

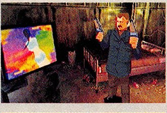
All Tracks
Up, Left, Down, Left, Up, Left, Down, Right

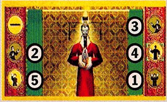
The Smurfs

Level Select

Begin a New Game from the main menu and

④ Coin-Operated Dancing



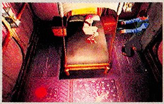


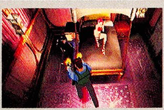
Once you're in control of Deke again, the goal is to get into the secret torture room. It's less exotic and dangerous than it sounds, but it's an important piece in the unlocking of the Fear Effect mystery. First, you'll have to pay attention to the dancing girl on the television screen and jot down her moves (or use the key we've supplied). Then, you'll have to do a little killing on your way to get the Coin. It's located on a table inside the room across from the stairway. Once you have the Coin, find the room with the coin-operated dancing machine. It's in a big room with the bed, and a save point. Put the Coin inside the machine and you'll have to choose the order in which you want the doll to dance. It's based on the moves of the woman on the TV screen. First is the bottom right, then the middle left, then the upper right, then the middle right, and finally the bottom left. If you choose them in this order, the machine will dance and the doorway will open.

DANCING DOLLS

It's not the coolest coin-op machine, but if Q*Bert or Pac-Man were in there, we'd lose Deke for the rest of the adventure.

⑤ Bed & Shootfest



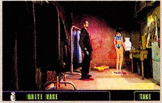


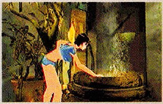
Once Glas storms into the hooker's room, you'll find a guy hiding beneath the bed with extra bullets in his gun reserved for your skull. You'll have to wander speedily back and forth to the opposite sides of the bed to avoid getting shot down. Make sure you wait until the enemy is on either side of the bed to shoot him. If you just shoot, you'll end up killing the girl—and that means (for some reason) you're toast.

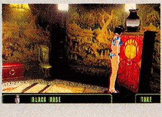
⑥ Blanc et Noir

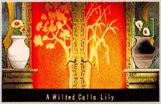
Once Hana is all decked out in her hooker gear and Deke has used the Wrench to turn on the fountain, you'll need to find the White Vase and the Black Vase, then grab the Flowers out of the fountain. It's best to keep your guns in the holster during this period, because you won't be shot at if you're in the hooker clothes without a gun pulled (though you will have to kill off some random bad guys to get keys to various rooms). Once you're in front of the door, set the White Vase on the left and the Black Vase on the right. Put the Sunflower in the White Vase (a representation of life) and the Wilted Lily in the Black Vase (likewise, death). Use the X button to select the flowers and to open the door.

⑥ Blanc et Noir (cont.)



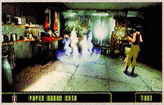






⑦ Bringin' Back the Dead

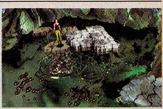
You'll have to be nimble when you're fighting the final boss of the third Disc. The trick is to know that when you kill off her entourage of blue-skinned minions (the ex-hookers), they'll dissolve and leave Paper Dolls behind. Pick up the Dolls and throw them into the fire. Once the heap of Dolls burns up, your devilish opponent will turn human, allowing you to shoot and actually wound her. Do this three times for victory.



Disc Four: River Settlement

① Sinking Rock

Once Hana dives into Hell, you'll have to navigate through some sinking rocks. Just go to the side and jump onto the next available rock toward the goal. It's a pretty straight shot. Take a second to watch and it'll be a breeze.



⑧ **Rate of Fire Increase.** – All of the PCs weapons shoot super fast.
L1, Triangle, Up, Down, Circle, Circle, Up, Up, Up, Down.

⑨ **Instant Puzzle Solve Mode** – Solves puzzles immediately, makes this guide useless.
L1, Triangle, Up, Down, Circle, Circle, Down, Down, Down, Up.

---

when asked to choose what type of game, press up to see, "It's No Picnic." Now press the X button and wait for the cinema to complete. Once you see "Start of the Adventure," press L1, Up, Up, Down, Up, Left, Left, Up. R2. You will hear a harp sound and your icon will now be all the over to the last level. Now you can choose to start at any level in-between the beginning and the end!

NASCAR Rumble

Tracks and Pro Drivers

From the Main Menu Screen, choose Game Options. Access Load and Save and move Left for the Password option. On the password screen, enter C9P5AU8NAA.All drivers under the pro level will be open and all the tracks will be available, including the bonus.

Wu Tang: Shaolin Style

All Fighters, Etc.

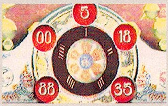
All Fighters in Versus Mode

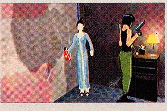
On the Main Menu Screen, press Right, Right, Right, Right, Left, Left, Left, Left, Square, Circle, Square, Circle. You will hear a groaning sound. Now go into the Versus Mode and you will see that all the hidden

(cont. on page 118)

Disc Four: River Settlement (cont.)

② Growing Old



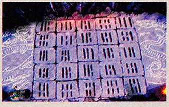


After acquiring the Paper Gate and dropping it into the flaming bush, you'll see your old decrepit friend beyond the freshly burned doorway. She'll hand over the Doll for you to take to the little girl in the room full of active toys. Hand over the Doll, then mess with the clock sitting on the dresser to make the little girl age. First, key in 5, then 1. Second, tap in 1, 4, 4. Then, tap 4, 3. Finally, twist the clock to 1, 1, 5, 4. Once all of the numbers are in (click X every time you get to the number you want), Hana's little doppelgänger will wither to dust and fall over. From the skull will pop the Stone Scroll, which has an important use later on.

③ Lighting the Torch

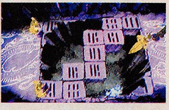
Once you've aged "gracefully" and acquired the Stone Scroll, go back to the Madame who sent you to the little girl in the first place. She'll hand you the Tree Branch and send her minions after you. Fight them off and take the Tree Branch to the burning bush by the huts. Light it up, then find the three unlit torches spread around the level (they're as plain as day). Once they're lit, a door will open and you will be able to get half of the Stone Willow.

④ Walking on a Wire



As Glas follows the nearly decapitated Deke, you'll walk by a series of dragons and they'll tell you that they are the dragons of fire, earth, heaven, mountains, and water, respectively. When they do, notice the symbol

④ Walking on a Wire (cont.)

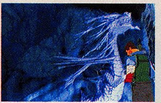


below them. Eventually, you'll come to a place where you have to walk across. Be careful—if you choose the wrong tile, you'll fall to your doom. The picture at right shows the tiles you have to walk across.

NARCISSUS

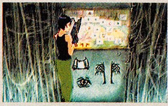
Look into the mirror to find the pathway across. It will display mountains, heaven, water, water, earth, water, fire, heaven, and earth.

⑤ Faces of Death, Part IV



Once Glas has acquired the Stone Sword, he'll be led back to the area of the Sun and Moon doors. Go out the Moon Door and you'll be near the opening of his journey into Hell. On the wall will be a huge dragon. Use the Stone Sword and it will break open and you will enter a battle to do away with Deke (or whatever's left of him, anyway). The trick is to arm any automatic weapon, and as soon as Deke's mauled face and body pop up, start shooting. After that, you'll have to avoid him when he turns into liquid and bubbles. Just watch and his pattern will be the same. A good trick is to stay in the middle blocks so you can go anywhere in a hurry. Be careful—later on Deke will be deceptive and not just go straight across. After he's done trying to ruin you, he'll appear at the top of the screen. That's when you fire. If you're accurate with the machine gun, you'll only need to blast three bursts of bullets at him.

⑥ At the Gates of Hell



Once you've acquired the Stone Scroll, the Stone Willow, and the Stone Eye, you're ready for the finale. Run to the farthest part of Hell, to the far left once you've walked up the opening pathway with Hana. You'll be at a doorway and you'll have to match the

(cont. from page 117)

fighters are now available for use.

Hidden Alter Ego Fighters

Fearmentor
In the Versus Mode character selection screen, highlight RZA and hold the Select button. With Select held, press the X button.

Cerith
In the Versus Mode character selection screen, highlight GZA and hold the Select button. With Select held, press the X button.

Sinesis
In the Versus Mode character selection screen, highlight U-God and hold the Select button. With Select held, press the X button.

Bone Gear
In the Versus Mode character selection screen, highlight Raekwon and hold the Select button. With Select held, press the X button.

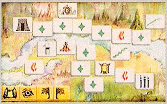
Gasche
In the Versus Mode character selection screen, highlight Masta Killa and hold the Select button. With Select held, press the X button.

Hystrix
In the Versus Mode character selection screen, highlight Method Man and hold the Select button. With Select held, press the X button.

Lecher
In the Versus Mode character selection screen, highlight Ol' Dirty and hold the Select button. With Select held, press the X button.

Xin
In the Versus Mode character selection screen, highlight Inspecta Deck and hold the Select button. With Select held, press the X button.

⑥ At the Gates of Hell (cont.)

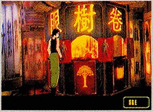


symbols in the bottom left hand corner of the picture with the area in Hell in which you found that particular item. It's a relatively simple game of memory if you were paying attention, but If you weren't, then the left half of the tree goes into the far upper left corner; the eye goes into the pail, near the bottom left; the scroll goes into the top center space; and the right half of the tree goes in the far bottom right corner. Now, welcome to Hell.

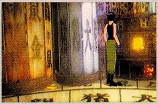
OF PAILS AND CRANKS

We were hoping there would be an adventure game without a crank, but no luck. You'll need it to acquire the Stone Eye for this puzzle.

⑦ The Final Countdown

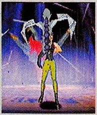


Once you're past the puzzle and the world has turned to illusion, you'll be inside a room filled with Asian characters. You'll also have a Paper Doll. First thing to do is save at the point to the right of the flaming well. Then place the Paper Doll into the fire to expose three symbols, one above each stone item you're carrying. You'll have to match up the item with its symbol, dropping the particular items onto the symbols themselves. The Stone Willow is located in a spot on the floor to the left of the well (if you're facing the well). The Stone Eye is close to that, in a spot rotating on the wall (the Eye is at a place where you won't be attacked, so it's not a bad idea to do this one last). The Stone Scroll goes on the floor on the opposite side of where you'll place the Scroll and Eye. It's tough, but if you hurry, it can be done.



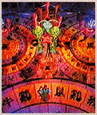
End Scenarios

Hana Scenario



If you decide to pop a cap in your one-armed buddy, Glas, you'll have a heck of a time against the devil. There's no fiddle and this isn't Georgia, so load up your pistols and follow these steps. First, you'll have to shoot four of those annoying bat-like creatures while avoiding electric shocks. Once four have fallen, a piece of Paper Money will be on the ground. Pick it up and burn it in one of the torches to injure the final enemy. Do this three times and you'll be successful.

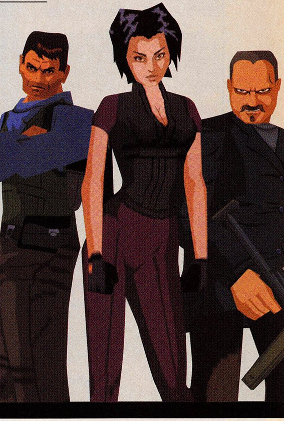
Glas Scenario



If you think this whole Wee Ming thing is a hoax, then choose Glas and watch the blood flow. Wee Ming will explode into a violent-looking devilish creature. You'll have to execute her green friends, then unload (preferably with a assault rifle). If you're lucky and your aim is dead on, it won't take more than two times. If this happens, you'll find out what a loveable fellow Glas can be—even though he laid both Hana and Deke to rest.

Hana and Glas Scenario

If you played the game on Hard and were successful enough to get to the finale, you'll have the option not to side with either Glas or Hana, but to have them work together. The boss will be the exact same if you just chose Hana: Shoot the bad guys till they drop Paper Money, then burn the stuff. This is the best ending you can possibly get. Happiness is as simple as beating the game on the Hard setting.



Otis
In the Versus Mode character selection screen, highlight Ghostface Killah and hold the Select button. With Select held, press the X button.

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO
(Now you have your choice of courses!)

V-Rally 2: Need for Speed

All Bonus Cars and Levels
On the Title Screen, highlight and enter Game Options. Now move down and access Game Progression. On this screen, quickly press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X+Select. Once the code is entered correctly, you'll hear a buzzing noise. Now you can open up any level and car by pressing X on any rectangle.

Heart of Darkness

All Levels and Cinemas
With the game off, make sure you have a Controller in Port Two. Now hold down all four Shoulder buttons. Turn the game on and when you get to the main menu screen, access the options screen (while still holding the four buttons). From the options, you'll go to the Treehouse. From there go to Load Game and you'll have access to all levels and cinemas!

WWF SmackDown!

Choose a Fighting Style

In Create-A-Wrestler, you must choose a fighting style, which will dictate what moves you choose. No matter what you pick (besides average) you'll have an easy time building up the first category, an average time building up the second and third, and a very difficult time building up the fourth.

1 Speedy

Power		Speed	
level 2:	10	level 2:	2
level 3:	18	level 3:	6
level 4:	28	level 4:	12
level 5:	40	level 5:	20

Technical		Roughneck	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

2 Technical

Power		Speed	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Technical		Roughneck	
level 2:	2	level 2:	10
level 3:	6	level 3:	18
level 4:	12	level 4:	28
level 5:	20	level 5:	40

3 Powerful

Power		Speed	
level 2:	2	level 2:	10
level 3:	6	level 3:	18
level 4:	12	level 4:	28
level 5:	20	level 5:	40

Technical		Roughneck	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

4 Roughneck

Power		Speed	
level 2:	6	level 2:	6
level 3:	12	level 3:	12
level 4:	20	level 4:	20
level 5:	30	level 5:	30

Technical		Roughneck	
level 2:	10	level 2:	2
level 3:	18	level 3:	6
level 4:	28	level 4:	12
level 5:	40	level 5:	20

TONY HAWK'S PRO SKATER

Hidden Tapes

Finding all of the hidden tapes is no short order. It takes time, patience, and a good solid controller that you can throw against the wall six or seven times. Here's a list of where the tapes are at and how to get them.

① Woodland Hills

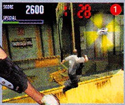
The first hidden tape is hard to avoid. Once you start the level, break through the glass on the right. Hit the outside of the half-pipe and ollie through the glass room hovering over. Crash through the left side of the room and you'll be rewarded with the hidden tape.

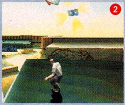
② Minneapolis

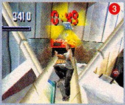
This tape's hard to find, easy to get. Take a right at the first intersection and a right at the next intersection and locate the truck with the trailer. Ride up it, break through the glass and follow it around. Once at the top, find the short brown ramp and head up it. The hidden tape will be to your left, but to get up enough speed to ramp to the other building and snag the hidden tape along the way, you'll have to first do a trick off the quarter pipe on the right. After you do the trick, go straight across, ollie off the ramp and between the buildings you'll find the tape.

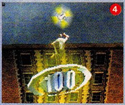
③ Miami

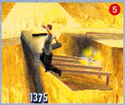
To the right of the starting spot you'll see a building. To get the hidden tape you'll need to get to the top of it. Once off the beginning ramp veer to the right and then to the right again. You'll see a long ramp to the top. Once there go to the right and ollie (or use the wooden slat to grind) over to the long ramp. From there, just stay straight and at the end of the ramp jump up and grab the hidden tape.

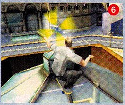












④ New York

This is the second most difficult tape to get your mitts on. Launch off the quarter pipe that is past the oddly placed red car. Once in the air, you'll need to grind onto the long light fixtures. Near the end of the two light fixtures you'll see the hidden tape hanging in mid-air. When close, ollie between the two fixtures. If your timing is right you'll pull down the tough to get hidden tape.

⑤ Phoenix

Probably the hardest hidden tape to acquire. From the top of the dam, grind down the long rail, then ollie between the two quarter pipes. Then jump onto the dirt, skate straight ahead until you have to ollie between two more quarter pipes. Keep straight and you'll be able to get huge air off a ramp. Be ready to grind once you hit and you'll acquire the hidden tape.

⑥ San Francisco

This one takes time, so start at the beginning of your run. Go to the strange artistic structure, and jump onto the back end of it. Take the short path and then ollie onto the building ledge. Stay on the ledge, go left and ollie to the next building. Turn left, then to the right, another right, u-turn up the ramp and soar off that ramp into the pagoda glass, and the hidden tape.

Tony Hawk's Pro Skater Tricks Blowout

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode
Hold L1 and press Left, Up, X, Down, Up, X.

Special Available Anytime
Hold L1 and press Square, Up, Left, Up, Circle, Triangle.

Get 10X Multiplier
Hold L1 and press Triangle, X, Triangle.

Get 13X Multiplier
Hold L1 and press X, Square, Square, Triangle, Up, Down.

Slow Mo
Hold L1 and press Left, Square, Left, Square, Left, Square, Left.

Go To Restart Option
Hold L1 and press Circle, Square, Circle, X.

Get All Practice Mode Levels
Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu. You will have all Practice Mode levels.

Blowout Trick
This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and

Special Moves

Tony Hawk

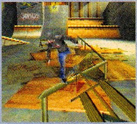
Kickflip McTwist
→[→[] ○
540 Board Varial
]←[]←[□
360 Flip to Mute
]↓[, →[□
The 900
→[]↓[] ○

Chad Muska

Frontflip
]↑[]↓[, ○
One Foot Thumpin'
→[]↓[] △
360 Shove It
→|, →[□

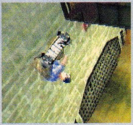
Jamie Thomas

Frontflip
]↑[]↓[] ○
One Footed Nose Grind
]↑[]↑[] △
540 Flip
]←[,]↓[, □



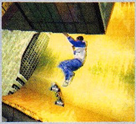
Bob Burnquist

Backflip
]↑[]↓[] ○
One Footed Smith Grind
→[→[△
Burntwist
]←[]↑[] △



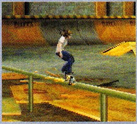
Kareem Campbell

Frontflip
[]↓[]↑[] ○
Casper Slide
[]↓[]↑[] △
Kickflip Underflip
→[]←[, □



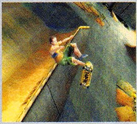
Elissa Steamer

Backflip
[]↑[]↓[, ○
Primo Grind
]←[]←[△
Judo Madonna
|←|,]↓[, ○



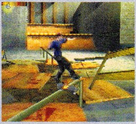
Jeff Rowley

Backflip
[]↓[]↑[] ○
Double Hardflip
→[]↓[] □
Darkslide
]←|, →[△



Andrew Reynolds

Backflip
]↑[]↓[] ○
Heelflip Bluntside
[]↓[]↓[] △
Triple Kickflip
|←[]←[, □



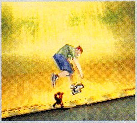
Secret Character Special Moves

Officer Dick

Yeehaw Frontflip
[]↓[]↑[, ○
Assume the Position
]←[]←[○
Neckbreak Grind
|←|, →|, △

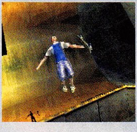
Bucky Lasek

Kickflip McTwist
→[→[] ○
Fingerflip Airwalk
]←[→[] □
Variable Heelflip
|↑[]↓[□



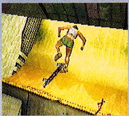
Rune Glifberg

Kickflip McTwist
→[→[○
Christ Air
]←[] →[○
Triple Kickflip
|↑[,]↓[, □



Private Carrera

The Well Hardflip
→[]|←|, □
Somi Spin
]←[]↓[] ○
Ho Ho Ho
|←|,]↑[, △



press Start to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats, and FMV movies will become available.

Unlocking Officer Dick

To obtain the mythical Officer Dick, you'll have to get all 30 tapes throughout the game. But, of course, you can always use the "Blowout Trick" supplied above.

Play as Private Carrera

To get Private Carrera you have to unlocked everything else (or entered our masterful "Blowout Trick" code), press start during gameplay and hold L1. Press Triangle, Up, Triangle, Up, Circle, Up, Left, Triangle (the screen WILL NOT shake like it does with other codes.) Restart and at the character selection screen you will find Private Carrera in place of Officer Dick. And she can simply fly.

Play as Officer Dick with Private Carrera's moves and sounds

Start a game in any mode as Officer Dick. Pause game play, then hold L1 and press Triangle, Up, Triangle, Up, Circle, Up, Left, Triangle. The screen will not shake. Then, press Start or choose "Continue." Do not choose "Retry" or the game will freeze. If done correctly, your skater will have Officer Dick's appearance, but will have Private Carrera's special moves and sounds.

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playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive

☐ Issue 11/August 1998 $15

Metal Gear Solid, Vigilante 8 Strategy

Demo Disc includes:
playables: Tekken 3, Turbo Prop Racing

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PlayStation's Birthday, Elemental Gearbolt Strategy

Demo Disc includes:
playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

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Spyro the Dragon Strategy

Demo Disc includes:
playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

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Metal Gear Solid
Crash Bandicoot Strategy

Demo Disc includes: playables:
Tomb Raider III, Crash Bandicoot: WARPED, Bomber-man World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo,

Demo Discs Only!

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playables: Bloody Roar, Monster Rancher, Shipwreckers non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

☐ Issue 10/July 1998 $7.99

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

☐ Issue 14/November 1998 $7.99

playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

☐ *Issue 16*–$10
January 1999

PlayStation
Gex

Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes:
playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

☐ *Issue 18*–$10
March 1999

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Syphon Filter Strategy

Demo Disc includes: playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

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PlayStation 2 Breaking News!
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13 New RPGs

The Year of the RPG
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Demo Disc includes: playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

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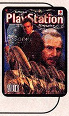

Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes: playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

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Resident Evil 3 Nemesis
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Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

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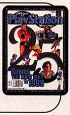

25 Games You Must Play
Street Fighter Alpha 3 Strategy

Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2

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Ape Escape

Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

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September 1999

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Final Fantasy VIII

EA sports vs. 989 studios
Jade Cocoon Strategy

Demo Disc includes: playables: UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing

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October 1999

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Final Fantasy VIII Strategy
Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World

☐ *Issue 26*–$10
November 1999

PlayStation
Drive

Tomb Raider 4
Crash Team Racing Strategy

Demo Disc includes: playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

☐ *Issue 27*–$10
December 1999

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60 Games Reviewed
PlayStation2
Dino Crisis Strategy

PlayStation 2
Dino Crisis Strategy

Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer

☐ *Issue 28*–$10
January 2000

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GT2
Full Scoop

End of the World Buyers Guide
Resident Evil 3 Strategy

Demo Disc includes: playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

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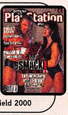
February 2000



Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes: playables: Tomba! 2: The Evil Swine Return, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Track & Field 2000

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March 2000

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GT2
Exclusive
Syphon Filter 2

1999 Editor's Awards
GT2 Strategy

Demo Disc includes: playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere

☐ *Issue 31*–$10
April 2000

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Star Trek

Star Trek Invasion
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Demo Disc includes: playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

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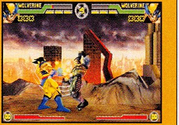
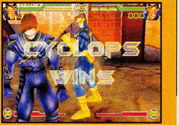
X-Men: Mutant Academy

Players	**1-2**	**Developer**	**Paradox**
Availability	**June**	**Publisher**	**Activision**
Analog Compatible	**No**	**Genre**	**Fighting**

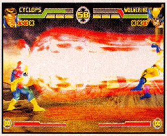
✕	**Light Kick**
○	**Medium Kick**
□	**Light Punch**
△	**Medium Punch**
L1	**Super Jump**
L2	**Throw**
R1	**Strong Punch**
R2	**Strong Kick**

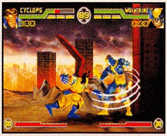




In the versus mode, have both players select the same character to see Wolverine and Cyclops don their motion picture costumes. So sexy!

What is it?





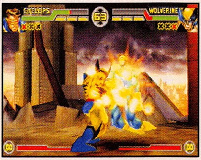
Announced for the PlayStation long ago, the original X-Men fighter shown at 1998's E3 was later scrapped by Activision in favor of a new development team: Paradox, makers of Wu-Tang. The decision seems wise; casting you as one of the X-Men under training from Prof. X, X-Men: Mutant Academy is shaping up to be a fantastic fighter.

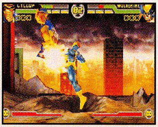
What to expect in the full game:

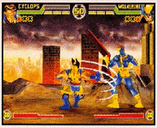
10 playable characters: Cyclops, Wolverine, Gambit, Storm, Beast, Phoenix, Toad, Mystique, Sabertooth, and Magneto; a close association with Marvel to deliver loads of signature moves, powers, and abilities; fighting arenas taken from past comic issues; Arcade and Versus modes, plus an instructional Academy mode taught by Professor X. Get the complete scoop in this month's feature.

Our advice:

The demo's only playable characters, Cyclops and Wolverine, are pretty evenly matched. Cyclops is proficient in both up-close hand-to-hand combat and long-range beam blasts, while Wolverine moves fast with his lethal adamantium claws at close range. Pick either one to start and memorize the moves listed below.







Be sure to use Wolverine's famous mutant healing powers to your advantage. Whenever you're on the receiving end of a blow, your green life bar will be appended by a second red bar. By avoiding further damage, your life will eventually recharge to fill the red bar's length. Cyclops possesses this recovery power too, of course, but only the speed of Wolverine's health recharge makes this feature truly useful.

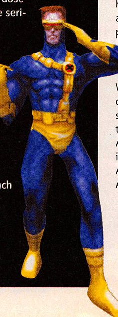
Aside from the standard assortment of combos, effective throwing techniques will be the most difficult skill to master in the demo. Both Cyclops and Wolverine have three throws from which to choose—hold back, forward, or up/down in combination with the throw button to choose between the three different tosses. Featuring the kind of funky camerawork popularized by *The Matrix*, Wolverine's back-throw is particularly noteworthy—he'll use his opponent as a stepping stone to leap into the air, spin around in slow-motion while the camera pans, and finally speed up again before dispensing a devastating kick.

OPM psychic sez:

While there's only two fighters available in the demo, both feel as though they've been pulled straight from the comic into the PlayStation; longtime fans will certainly appreciate the realism. Anticipation for the feature film is steadily growing—combine that with a promise of deep Academy Mode gameplay, and X-Men: Mutant Academy seems destined to be a hit.

Special Move List

Of course, the X-Men wouldn't be the X-Men without a healthy dose of special mutant powers. Master these moves to deal out some serious hurt.



Cyclops' Moves

Beam Bolt – ↓, ↗, → + Any Punch
Upper Blast – ↓, ↘, ↓ + Any Punch
Super Beam – ↓, ↗, → + R1 + R2
Flash Kick – ↓, ↘, ← + Any Kick
Lunging Super – ←, → + R1

Wolverine's Moves

Multi-Slash – ↓, ↗, → + Any Punch
Air Leap – ↓, ↘, ← + Any Kick
During Air Leap – Any Kick or Any Punch
Tornado Claw – ↓, ↘, ← + R1
Slash Blitz – ←, → + R1

Threads of Fate

Players	1	**Developer**	Squaresoft
Availability	July	**Publisher**	Square EA
Analog Compatible	Yes	**Genre**	Action RPG

Mint's Controls

- ✕ Attack / Confirm
- ○ Jump / Cancel
- □ Set Magic
- △ Cast Magic
- L1 Not Used
- L2 Not Used
- R1 Not Used
- R2 Not Used

Rue's Controls

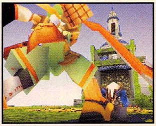
- ✕ Attack / Confirm
- ○ Jump / Cancel
- □ Transform
- △ Secondary Attack
- L1 Not Used
- L2 Not Used
- R1 Not Used
- R2 Not Used

You guys make me sick!
Come on,
I'll take both of you on!

Mint
(...He looks like a weirdo.)

"STUPID GUARD DOG...horse...
Whatever!
Get out of my way!"

Mint utters the game's best lines.



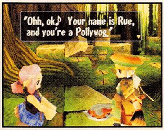
What is it?
Known as Dew Prism in Japan, Threads of Fate is the spiritual successor to Square's colorful action/RPG Brave Fencer Musashi. Wonderfully bizarre, Threads of Fate offers you a choice to play as one of two characters on a common quest: to find the all-powerful "Relic."

What to expect in the full game:
An unrelenting, unavoidable, all-consuming crush on heroine Mint.

Mint's Walk-through:
Beneath Princess Mint's adorably cute looks and sweet smile lies a scheming, deceitful badass who won't think twice about using anything and anyone to further her selfish agenda. Mint vows revenge against her younger sister Maya, who kicked Mint out of the kingdom two years ago to claim the throne.

You'll start with Mint in a forest. Head over to the right to receive instructions on how to jump and attack. Strike the floating, harmless Pollywogs in the small clearing to gain potions which fill your MP meter. This is also the perfect location to master the art of the drop kick—near the end of your jump arc, hit attack to deliver a kick more powerful than Mint's standard dual-ring attack. Next, continue toward the green swamp to receive tips on how to use magic. After casting your spells, cross the swamp and pick up the three Bronze Coins from the treasure chest nearby—these will allow you to continue your game should you expire. Continue through the next forest area, using your magic and rings liberally to defeat foes, until you come to the amusing story sequence and boss battle with Blood and Smokey. Try not to engage these two in close combat; instead, shoot Vulcan Rapid Fire magic from afar and drop-kick when the duo nears. Afterward, you'll be rewarded with a set of story sequences that reveal the integrity of Mint's character.

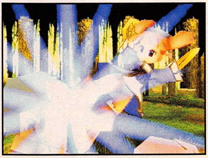
Next, head down the cliff, drop-kicking those pesky porcupines. Once you reach the bottom, recharge your life at the healing point to the right of the clearing, then read the ancient tablet at the back to begin a battle with two Gargoyles. The key to victory is to defeat both simultaneously; use the Rapid Fire magic to quickly alternate attacks between the two. Climb the stairs and approach the atelier to battle the "stupid guard dog horse." Your quickest route to victory is to run around the church until the beast leaps at you and lands nearby. After his energy field dissipates, move in and deliver a few five-way shots before running away again. Rinse and repeat. Piece of cake! Head into the church to see the demo's end.



"Ohh, ok♪ Your name is Rue,
and you're a Pollywog."

Rue's Walkthrough:
Unlike Mint, the white-haired Rue is reticent and serious—you would be too if your true love was captured by a dark-suited man with a serrated sword for an arm. Rue has the power to transform into any enemy he defeats, allowing him to run faster, jump higher, and sometimes even fly. His standard attack, aided by his Arc Edge axe, is also considerably stronger than Mint's.

Rue's progress through the demo, just like in the actual game, closely mirrors the events Mint encounters. Some important differences remain, however. First of all, prior to the battle with Blood and Smokey, you'll need to transform into a Pollywog and attack the duo to start the boss battle. Next, when you reach the bottom of the cliff and defeat the Gargoyles, stand on the platform opposite the statue and transform into a Gargoyle to reveal the stairway. The final boss won't be much of a challenge for Rue—just avoid his charge and mash the attack button until he topples over.



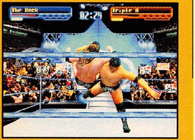
Did you try:
Transforming Rue into a Saber Tiger to outrun Elena? She'll marvel at "Polly's" new form at the finish line.

***OPM* psychic sez:**
The Threads of Fate demo plays phenomenally well, and is filled with a delightful sense of humor. Check out our full preview on page 50.

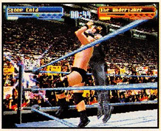
WWF SmackDown!

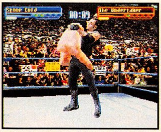
Players	1-4	**Developer**	Yuke's
Availability	Now	**Publisher**	THQ
Analog Compatible	Yes	**Genre**	Wrestling

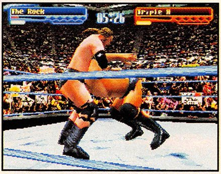
✕	**Striking Attacks**
○	**Grapple/Pic up/Pin**
□	**Reverse/Counter**
△	**Run**
L1	**Finishing Move** (w/Full SmackDown! Meter)
L2	**Taunt**
R1	**Tag Partner/Climb out of ring**
R2	**Change Attack Focus**



The Rock regards himself not only as the People's Champion, but the most electrifying man in sports entertainment. We're not going to argue either point.







What is it?

With the massive increase in wrestling's popularity, most grappling fans have bemoaned the lack of a truly decent wrestling title on the PlayStation. Well, bemoan no longer—WWF SmackDown! is here, and it promises to offer the same level of outrageous drama and action seen on TV screens everywhere.

What to expect in the full game:

Over 30 superstar wrestlers, each with signature moves, finishes, and taunts; secret extra wrestlers; a wide range of match premises over a season, such as Cage Match (climb the cage bars to escape the ring), I Quit (grab a microphone, pin your opponent, and broadcast his shameful submission to the audience), Guest Referee (self explanatory), and Battle Royal (a free-for-all with four wrestlers); authentic theme music; extensive Create-A-Wrestler mode; backstage battles galore.

Our advice:

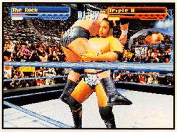
The best thing to do when you start playing (and don't let your friends catch you) is to play by yourself, but set up a two-player game. It's a prime way to get used to the reach of your wrestler and which directions on the D-pad, along with a button, do what. It's also the ideal way to perfect the timing of your finishers.

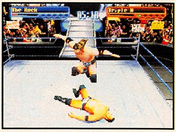
Did you try:

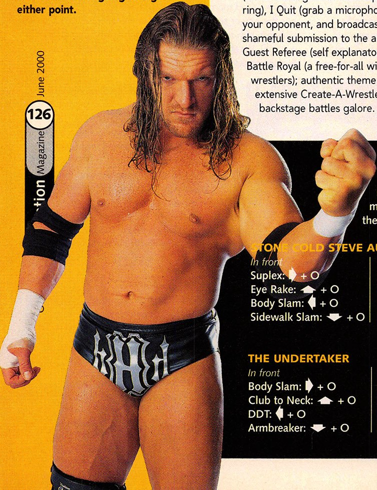
The Rock's Rock Bottom? This one isn't even in the instruction booklet for the game, but like Prego, it's in there. Once you've stunned your opponent, push right and circle at the same time and The Rock will layeth the smacketh down on your opponent's candy arse.

OPM psychic sez:

WWF SmackDown! has been almost universally regarded as the best PlayStation wrestler to date. Sure, there are some nagging flaws, such as lame dialog text and a lack of any voice samples, but the solid gameplay and sheer number of creative features ensure that SmackDown! goes home with the belt.







Moves List

Here are a list of grapple moves for the four playable wrestlers. There are a lot more moves that can be executed after an Irish Whip or from the top of the ropes, but these should give you a good sense of what the wrestlers are capable of doing.

STONE COLD STEVE AUSTIN

In front
Suplex: → + O
Eye Rake: ↑ + O
Body Slam: ← + O
Sidewalk Slam: ↓ + O

From behind
Bulldog: ↓ + O
Sleeper Hold: ↑ + O
Spin Opponent: → + O
Backdrop Suplex: ← + O

THE ROCK

In front
Club to Neck: → + O
Eye Rake: ↑ + O
Body Slam: ← + O
DDT: ↓ + O

From Behind:
Atomic Drop: ↓ + O
Sleeper Hold: ↑ + O
Russian Leg Sweep: → + O
Backdrop Suplex: ← + O

THE UNDERTAKER

In front
Body Slam: → + O
Club to Neck: ↑ + O
DDT: ← + O
Armbreaker: ↓ + O

From behind
Pumphandle Slam: ↓ + O
Sleeper: ↑ + O
Atomic Drop: → + O
Reverse DDT: ← + O

TRIPLE H

In front
Arm Twist Slam: → + O
Eye Rake: ↑ + O
Body Slam: ← + O
Knee to Face: ↓ + O

From Behind:
Reverse DDT: ↓ + O
Neckbreaker Hold: ↑ + O
Spin Opponent: → + O
Backdrop Suplex: ← + O

Gauntlet Legends

Players	1-2	**Developer**	BLAM!
Availability	Now	**Publisher**	Midway Games
Analog Compatible	Yes	**Genre**	Action

✕ Attack
○ Use Potion
□ Turbo
△ Activate Item
L1 Cycle Status
L2 Cycle Inventory
R1 Cycle Status
R2 Cycle Inventory

SELECT HERO
SELECT HERO
WAITING FOR OTHER PLAYER
VALKYRIE

THOR
WARRIOR

Thor needs food, badly!

What is it?

Graying readers will undoubtedly have fond memories of Gauntlet, Atari's 1985 arcade hit: Up to four players worked in tandem to collect treasure while battling through a top-down dungeon perspective. Fifteen years later, Gauntlet Legends is a 3D remake of the original, available in arcades and now on home consoles.

Finally, he scattered the 13 Rune Stones of Power across the known Realms; hoping they would never be gathered and used against him!

Exit
Continue
EXPERIENCE
LEVEL
15

What to expect in the full game:

The requisite Warrior, Valkyrie, Wizard, and Archer character classes; four hidden characters; over 50 monsters; seven different kingdoms (compared to the arcade's four); over 20 hours of gameplay.

Our advice:

First-time players will want to choose brawn over brains and begin with the Warrior class—his high attack power will be invaluable at mowing down hoards of oncoming foes. But no matter your character class, don't be afraid to overuse your powerful turbo attacks.

Once you start the game, head toward the path with lava flowing in the background and stand on the yellow pad to be warped to Mountain Valley. Upon arrival, target the explosive red barrel to demolish the monster doorway nearby—you'll need to destroy all doorways to stop the flow of monsters. Then, travel across the bridge and step on the red arrow switch to raise a platform containing the level's obelisk. Huzzah! Finish the level and warp back to the Tower to purchase items at the shop before continuing on with your quest.

Next, the larger Castle Courtyard level contains both a Rune Stone and an obelisk. You'll come across the rune first—look for a large boulder embedded in the ground near the second rat's nest. Smash the tail end of the boulder to reveal the rune. Continue through the level, hitting each arrow switch along the way, and you'll eventually reach the obelisk in the castle's fourth parapet. A nearby warp point will then return you to the Tower.

Did you try:

Hitting the start button while in the Tower? You can view 3D outlines of the game's secret characters, including a ferocious-looking minotaur.

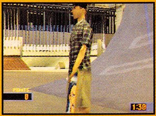
OPM psychic sez:

Knocking out one of Gauntlet's biggest draws, Gauntlet Legends for the PSX is disapointingly limited to two players in order to maintain a smooth 30 frames per second. Still, nostalgic gamers may be able to overlook Gauntlet Legends flaws and relive a veritable classic.

Grind Session

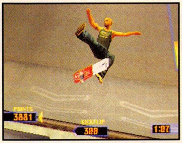
Players	1-2	**Developer**	Shaba Games
Availability	Now	**Publisher**	Sony CEA
Analog Compatible	Yes	**Genre**	Sports

✕ Accelerate / Jump
○ Brake / Grab Tricks
□ Board Flips
△ Rail / Lip Tricks
L1 Air Spin
L2 Free Look
R1 Air Spin
R2 Reveal Tech. Bonuses



What is it?

Sony's entry into the newly revived skateboarding market. Pick or create a skater and earn "respect" points by performing stunts and completing lengthy, elaborate technical tricks.



What to expect in the full game:

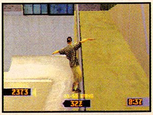
Pro skaters such as Willy Santos, Pigpen, John Cardiel, Ed Templeton, and Cara-beth Burnside; Freestyle, Tournament, Training, and other single-player modes; six multiplayer modes such as Versus, Teamplay, and Endurance; eight skating locals; create-a-skater (and gear) mode; KRS-One, Man or Astroman, GZA, Sonic Youth, and other bands.

Our advice:

Don't you ever, EVER try a board varial in real life.

Did you try:

Running out of time while on the underground rail tracks? Your skater will stand there with his smarmy little smile right up until Mr. Subway Train comes to say hello.



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OPM psychic sez:

Grind Session admittedly plays a lot like Tony Hawk Pro Skater, but its player editing feature, wealth of technical stunt paths, and stellar soundtrack could be enough to help the game stand out from the crowd.

Demo Disc

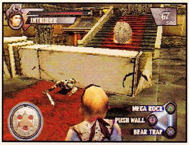
If a picture is worth a thousand words, a playable demo is worth a million

Deception III: Dark Delusion

Players	1	**Developer**	Tecmo
Availability	Now	**Publisher**	Tecmo
Analog Compatible	No	**Genre**	Adventure/Puzzle

- ✕ **Floor Trap**
- ○ **Camp Mode**
- □ **Wall Trap**
- △ **Ceiling Trap**
- L1 **Move / Roll Left**
- L2 **View Mode**
- R1 **Move / Roll Right**
- R2 **Face Intruder**

INTRUDER
68
MEGA ROCK
PUSH WALL
BEAR TRAP



What is it?
Reina has a problem. She's been taken captive and trapped on an island with little hope of escape. But while other young maidens might helplessly wait for an intrepid videogame hero to come to their rescue, Reina is far more creative—she'll slaughter her captors in the most ghastly ways imaginable. Like the previous two titles in the Deception series, you'll need to bring out your inner sadist and lure foes into macabre, elaborate trap setups.

What to expect in the full game:
Expert Mode for mind-bogglingly difficult trap challenges; Story, Trap License, and Free Training modes; full-fledged trap creation with rings, orbs, and emblems; thousands of gruesome trap combinations made possible with 300 different traps; an experience not for the faint of heart.

Our advice:
Follow the tutor's extensive advice closely, good reader, for wisdom pervades his every word.

Did you try?
The hundreds of gruesome combo trap permutations available at the demo's end? For a particularly bloody overkill, try setting a bear trap directly underneath the chandelier, a push wall beside either pillar, and a mega rock on the stairs. Then, when the action begins, simply back away until the knight steps in the bear trap. Once he's caught, simultaneously step right by using R1 to activate the chandelier drop, hit Square to topple the stone pillar onto our friend, and tap Triangle to roll a boulder onto the guard's already bruised frame. Now *that's* pain.

You fail if your HP empties.
Okay, let's begin.

Sets up ceiling trap.
MEGA ROCK
PUSH WALL
BEAR TRAP
ROOM DEVICE
INTRUDER
SELECT
EXIT
HELP OFF
L1 R1 ROTATE

***OPM* psychic sez:**
Deception III: Dark Delusion seems like a decent (though relatively unchanged) sequel to the twisted Deception series. Check this one out if the grisly premise doesn't bother you.

Legend of Dragoon

Players	1	**Developer**	Sony CEI
Availability	June	**Publisher**	Sony CEA
Analog Controller	Yes	**Genre**	RPG

What is it?
An epic four-disc RPG from Sony firmly rooted in a dragon-filled fantasy world.

Why should I care?
The Legend of Dragoon's visuals easily approach those found in games like Final Fantasy VIII—the FMV sequences, in particular, are stunning. Of course, graphics are hardly everything; Dragoon also promises an innovative and deep battle system.

***OPM* video critic sez:**
If gameplay can live up to the movie's impressive eye-candy, RPG fans will be in for a real treat. Thumbs up.

Vanishing Point

Players	1-2	**Developer**	Clockwork Games
Availability	Now	**Publisher**	Acclaim
Analog Controller	Yes	**Genre**	Racing

What is it?
A flagrant disregard for speed limits and vehicular safety.

Why should I care?
Vanishing Point's name is derived from its graphics engine: there's no pop-up whatsoever. Racing itself is a mix of detailed simulation and outrageous stunts.

***OPM* video critic sez:**
With realistic, real-world car models, beautifully detailed environments, and a competent physics engine, this video has us all very excited. Thumbs up.

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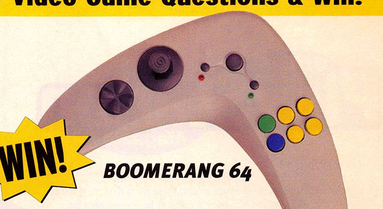

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Next Month
A look ahead at our next issue

Official U.S. PlayStation Magazine

July 2000

On sale June 13

Expect to see some changes around these parts next month. *The Official PlayStation Magazine* is going to be something a bit different from our July issue onwards, so expect to see a bigger, better and brighter magazine. We'll still be bringing you an exclusive CD full of games every month, and we'll still be bringing you all the PlayStation and PS2 info you could possibly want but it will all be wrapped up in an even groovier package than ever before.

What can you expect to see next month? Hopefully we'll be bringing you the official U.S. launch details including price, launch date and initial games line-up. Also, we'll be taking a closer look at Tony Hawk's Pro Skater 2 (to go along with the truly excellent playable demo that will be on the disc) and the new Crash Bandicoot and Spyro games. Watch out for more PlayStation2 game announcements too.

Official U.S. PlayStation Magazine
SONY

Check Out Our Next Demo Disc!

PLAYABLES: **TONY HAWK'S PRO SKATER 2,** **THE LEGEND OF DRAGOON, MLB 2001, STAR TREK INVASION**
PLUS! STAFF FAVORITE: MR. DRILLER
NON-PLAYABLES: **JEDI POWER BATTLES, TENCHU 2, COVERT OPS: NUCLEAR DAWN**

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ELECTRONIC GAMING MONTHLY

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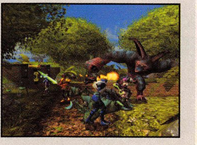
Sonic Strikes Back! We take a long hard look at Sega's strategy for countering Sony's PS2 onslaught. Want a free Dreamcast? Find out how this month. **Phantasy Star Online:** Could this be the first console game to match the scale of EverQuest or Ultima Online for the PC? And don't miss our coverage of **PlayStation2 Mania**! It's finally out in Japan, and developers around the world are finally unveiling what they've been working on.

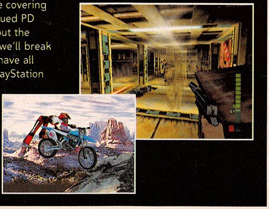


Also in the issue:
- Pre-E3 Games Frenzy. We'll have an early rundown on what's expected to be shown.
- Nintendo's Dolphin. When are they going to show us something?
- Perfect Dark...reviewed at last!
- Tons of Tricks for all systems!

EXPERT GAMER

On sale May 23

More Perfect Dark you say? This could be the greatest N64 game yet, and we'll be covering it like a blanket. *XG* will have continued PD tips and strategy coverage throughout the year. Keeping with the N64 theme, we'll break down Excitebike 64, which looks to have all the fun of the NES classic. On the PlayStation side, we'll hit the pavement with a Grind Session strategy. Grind Session may not be a Tony Hawk killer, but it is shaping up to be a fun game. Other featured games next month include Wild Arms 2, Grand Theft Auto 2 (DC), and Metal Gear Solid (GBC).



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Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 78% attain the highest score in phase 1, 65% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are descibed below puzzle. All entry fees must be paid in U.S. funds only. We will not accept Canadian checks. **All entries must be post marked by July 20, 2000.**

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WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
HAPPY	- O	FIELD	- B
SHARE	- Z	~~BLADE~~	~~- D~~

		T			
H					___
B	L	A	D	E	D
			S		___
				L	___

SECRET WORD ↓

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down.

HINT: Read the secret word clue.

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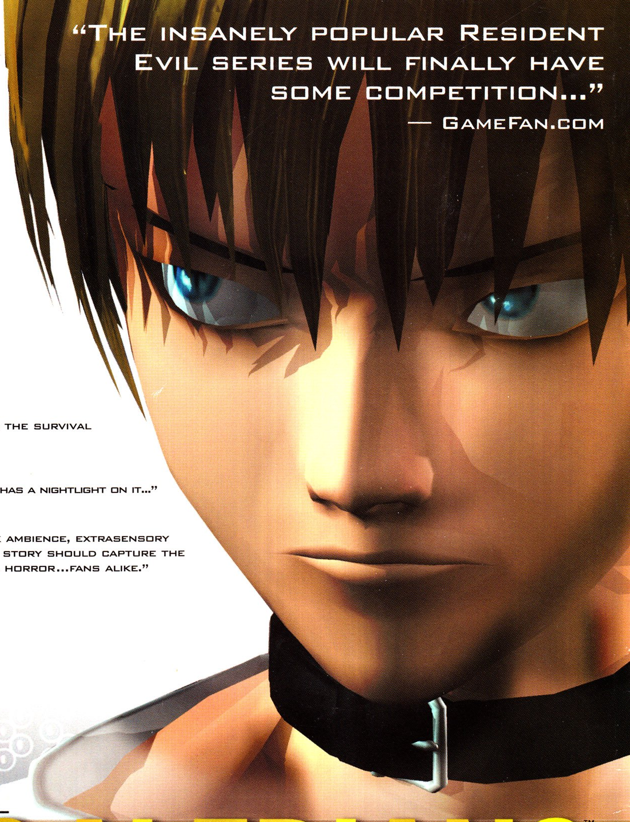

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